

PRIMA'S OFFICIAL



STRATEGY GUIDE

# GUN VALKYRIE™

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The Stratton Bros.

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## Prima's Official Strategy Guide the Stratton Bros.

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# Introduction to GUNVALKYRIE

Thank you for purchasing *Prima's Official Strategy Guide to GUNVALKYRIE*. This guide gives you the information and tips you need to become a *GUNVALKYRIE* ace.

This chapter outlines the basics, from plot to Gearskin controls to basic game strategies. If you need more detailed hints for a specific mission, refer to the mission walkthrough. You'll also find info on all of the enemies, items, Gearskin upgrades, and Poe's Reports in the game.

## The Story Thus Far



*GUNVALKYRIE* takes place in 1906 AD on an Earth not entirely unlike our own, where one major technological advance changed the course of history. Following the approach of Halley's Comet in 1835 AD, a brilliant English scientist by the name of Dr. Hebble Gate developed a means to extract fantastic amounts of energy from pieces of the comet, dubbed Halley Cores.

Living organisms that came into contact with Halley Cores were genetically modified at the cellular level, sometimes with tragic results. Occasionally, however, such contact endowed the organism with spectacular powers and abilities.



The age of the steam engine came to an abrupt end on this world, decades before it became obsolete in ours. Using Hebble technology, scientists uncovered the mysteries of DNA, atomic power, and even space travel within a few short decades. A second Renaissance dawned, with all nations united in prosperity under the British Empire, thanks to Hebble's genius.



As humanity reveled in its new golden age, Dr. Hebble vanished after decapitating his daughter, Meridian Poe, and placing her head on a life support system of his own design. No one knew why Hebble did such a thing, or what happened to the brilliant (if increasingly unstable) scientist.



*GUNVALKYRIE* begins four years after Hebble's disappearance. Disturbing reports from the British Empire Space Intelligence Agency (BESIA) say that something terrible has happened to human colonists on the planet Tir na Nog. The colonists have been genetically transformed into insect-like mutants bent on destroying any life form they encounter.

BESIA suspects that Hebble has something to do with it. They assign two *GUNVALKYRIE* Dolphin Team operatives, Kelly and Saburouta, to get to the bottom of the colonists' transformation, and to find Dr. Hebble and bring him back.

## Playable Characters

### Kelly O'Lenmey



Kelly wears Hebble-designed Gearskin battle armor capable of lightning-fast movement and awesome firepower. She is not as tough as Saburouta, and her weapons do less damage, but she is faster and more agile than her partner.

She also has access to a second offensive weapon, the Drive Gun, which Saburouta does not have. Kelly's armor can be upgraded further than Saburouta's and can evolve into an even better fighting machine through exposure to Halley Cores. Beginning players should use Kelly as their playable character until they get used to *GUNVALKYRIE*'s unconventional control scheme.

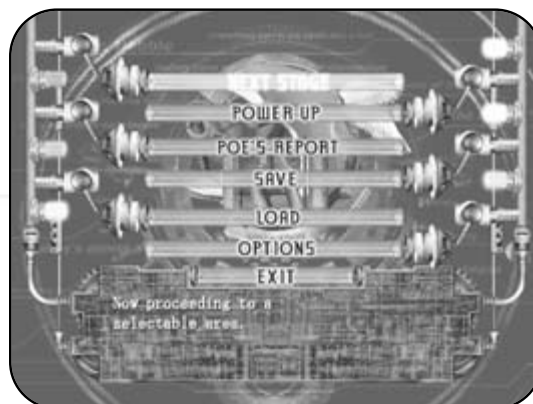
### Saburouta Mishima



Saburouta is one of BESIA's toughest and most experienced Gearskin jockeys. He's slower than Kelly, but his incredible firepower makes him the perfect choice for enclosed areas with swarms of enemies. Saburouta is not a playable character for every mission; only experienced *GV* players will be able to effectively control his comparatively limited movement.

He is much more powerful than Kelly at the start of the game, but his armor cannot be upgraded as much as Kelly's can and does not evolve through exposure to Halley Cores.

## Main Menu



Pressing any button at the title screen brings up the Main Menu, which offers these seven options:

- **Next Stage:** Takes you to the Mission Select menu, from which you can select any available mission on your current level. After you successfully complete a mission, you cannot return to it.
- **Power Up:** Customize your Gearskin (see "Gearskin Upgrade").
- **Poe's Report:** Lieutenant Poe researches the mystery of Dr. Hebble as the game progresses. Check Poe's Report after completing each mission for more information on Hebble's activities.
- **Save:** Takes you to the Save menu, where you can save up to three **GUNVALKYRIE** games on an Xbox memory card. Colored spheres in the upper right corner indicate if you achieved one of the top three scores for the relevant mission.
- **Load:** Takes you to the Load menu, where you can load any saved **GUNVALKYRIE** game from an Xbox memory card.
- **Options:** Allows you to turn controller vibration on or off and displays volume settings for voices, background music, and sound effects.
- **Exit:** Aborts the current game and returns you to the title screen.

## Controls

**GUNVALKYRIE** uses an unconventional control scheme. To play effectively, forget everything you've learned from other third-person adventure games. The key to success in **GV** lies in mastering the Boost controls—tricky at first. Practice will make you comfortable with them.

### Basic Movement

#### Walking and Running



The left analog stick on the Xbox controller (Ⓐ) moves your character in the direction you press it. Moving Ⓐ slightly in any direction causes your character to walk in that direction; pressing it farther makes your character run.

### Camera Control

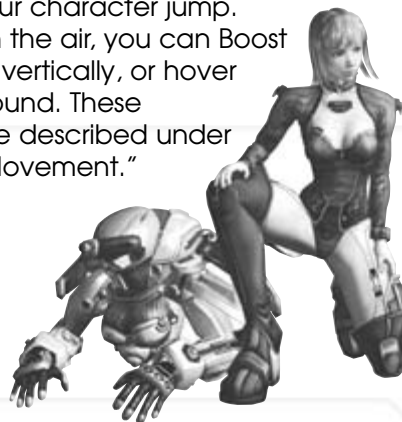


The right analog stick on the Xbox controller (Ⓑ) moves the camera in the direction you press. The camera's vertical axis is inverted, meaning that pressing Ⓑ moves the camera toward the ground and pressing Ⓑ moves the camera toward the sky.

### Jumping



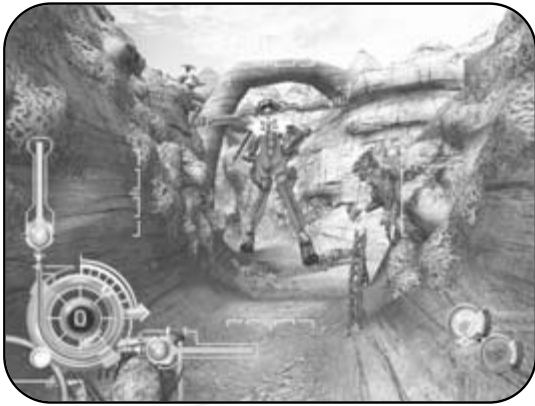
The left trigger on the Xbox controller (Ⓓ) makes your character jump. While you're in the air, you can Boost horizontally or vertically, or hover above the ground. These techniques are described under "Advanced Movement."





## Advanced Movement (Boosting)

### Vertical Boost (Boost Jump)



To use your Gearskin's jets to Boost vertically, press **⬆** a second time after jumping or simply hold down **⬆** while you're in the air. You will Boost Jump until your Boost Gauge (displayed as a red arc in the lower left corner of the screen) is depleted—three to five seconds. When you stop Boosting, your Boost Gauge replenishes in a second or two. Because she's lighter, Kelly Boosts higher and more quickly than Saburouta.

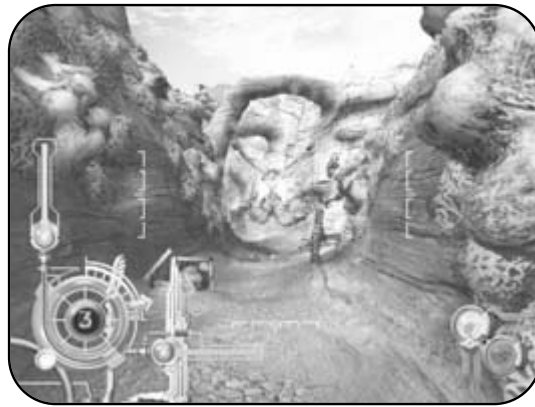
### Horizontal Boosting (Side Boost, Back Boost, Boost Dash)



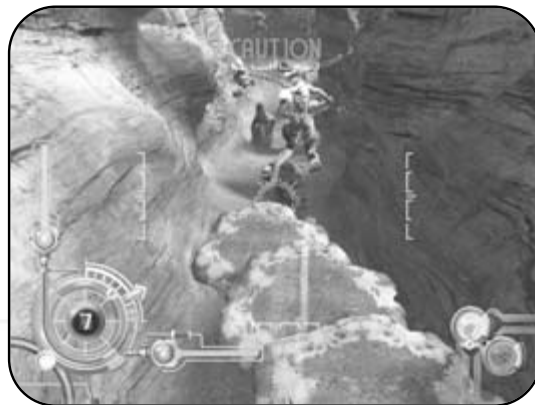
To make your Gearskin Boost horizontally, press in and hold the Xbox's left analog stick (**⬅**), then move it in a direction. In this guide we'll use **⬅**, **⬆**, **⬇**, etc. to represent horizontal Boosting. **⬆** triggers a Boost Dash, **⬅** and **⬆** produce Side Boosts, and **⬇** initiates a Back Boost.



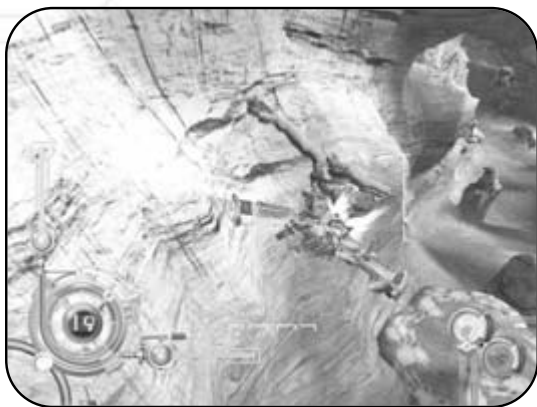
When you are on the ground, these commands cause you to dash in the direction you're Boosting until your Boost Gauge is depleted. Use this technique to ascend steep hills that you can't run up.



You can also Boost horizontally while you're in the air. If you are vertically Boosting, ease off **⬆** and use the appropriate horizontal Boost command to fly horizontally in that direction without losing altitude until your Boost Gauge runs out.



By repeatedly Boosting horizontally in small bursts, you can stay aloft for a long time—a good way to avoid enemy fire, swarms of enemies below you, and long falls from great heights.



If you repeatedly Boost horizontally in different directions, you accumulate Boost Combos (represented by a number in the gauge in the lower left corner of the screen). Touching the ground or getting hit by enemy fire stops the combo chain. Boost Combos increase your Gearskin's GV Fuel, allowing you to perform more special attacks. They also power up your **V** weapon.



Pulling off 25 Boost Combos triggers your Gearskin's Mobius State, which makes you temporarily invincible and powers your weapons to the maximum. When you are in a Mobius State, a ring of fire surrounds the Boost Combo gauge.

### Quick Turn



**R** normally controls the camera, but if you press in and hold **R**, then move it in a direction (directions are represented in the text by **U**, **D**, **L**, etc.), you turn to face that direction. This is a handy way to quickly target enemies that have surrounded you. If you use Quick Turn in the air, you change direction without losing altitude.

### Hover



When your Boost Gauge is exhausted, you normally fall to the ground, but you can make your character float and drop slowly when the Boost Gauge is empty. The hover command is tricky: You must horizontally Boost in a direction while in the air, then move **D** in the opposite direction without pressing **R**. For example, pressing **R>** followed by **D** while in the air causes you to hover. To stop hovering, Boost in any direction (the easiest way to stop is to tap **D**).



Firing Kelly's Drive Gun while in the air automatically makes her glide, but she cannot Boost while firing. Saburouta has no Drive Gun, so this method of hovering is not available to him.





## Weapons and Attacks

### Selecting a Weapon

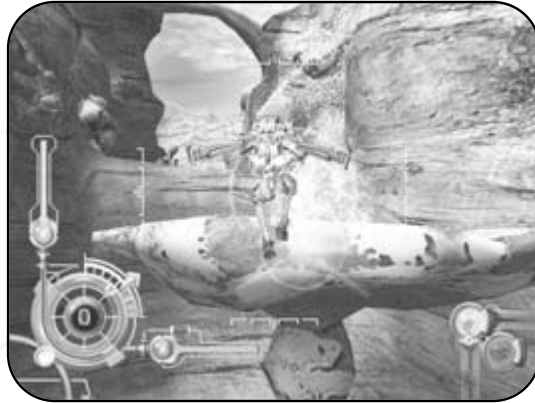
To select a weapon, press the color-coded button on the Xbox controller that corresponds to the weapon's icon in the lower right corner of the screen. **X** selects the Drive Gun, **Y** selects Saburouta's Matchlock Cannon or Kelly's Heat Blaster, and **B** selects the Plasma Hook.



The Drive Gun fires bursts of energy like a heavy-caliber machine gun. Individual shots don't do much damage, but its rapid-fire capability quickly cuts down enemies. It is not as useful as the Cannon against mechanical opponents. Kelly is the only playable character who can use the Drive Gun.



The Matchlock Cannon fires slowly, but it causes more damage per shot than the Drive Gun. If Saburouta locks onto an enemy and fires the Cannon, the shot chases the enemy until it hits.



Kelly's Heat Blaster is similar to Saburouta's Matchlock Cannon. It does not do as much damage as the Cannon, but the Heat Blaster can lock onto multiple opponents (see "Locking On and Firing") and simultaneously fire several shots.



The Plasma Hook is not designed as an offensive weapon, although it helps against some enemies. It locks onto special Plasma Hook targets and, when fired, pulls up your character to the target. You can hang onto the target for a couple of seconds before the Plasma Hook powers down and you start falling.

### Locking On and Firing





As you approach enemies, your targeting reticule—normally green—locks on to the nearest enemy and turns red. Press **Ⓐ** to fire your currently selected weapon at that enemy (the Plasma Hook will only lock onto Plasma Hook targets). Be warned, however, that even locked-on shots can miss if distant enemies move after you fire.

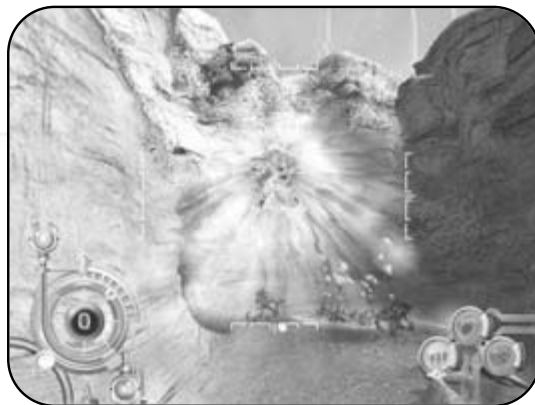
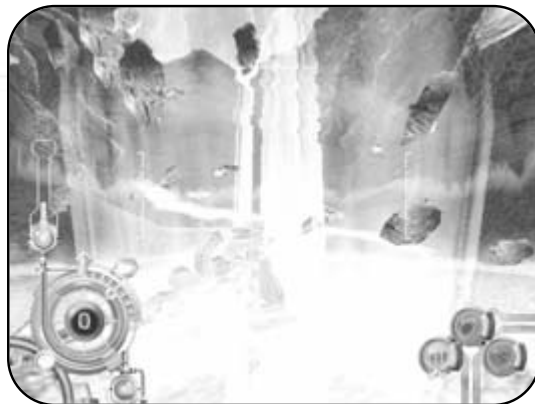


Kelly has additional targeting and firing options. Hold down **Ⓐ** with the Drive Gun selected to continue firing the Drive Gun. To lock onto multiple enemies, hold down **Ⓐ** with the Heat Blaster selected and move **Ⓐ** to view enemies; release **Ⓐ** to fire a shot at each locked-on target.



You don't have to lock onto a target before firing. With patience and skill, you can line up your green targeting reticule with a distant, stationary enemy and pick it off.

## Halley's Chosen Abilities



Pushing in on both analog sticks (**Ⓐ** and **Ⓑ**) triggers your character's special attack, known as a Halley's Chosen Ability. On the ground, it unleashes GV Napalm, a wave of energy that does heavy damage to all nearby enemies. After Kelly's Gearskin has evolved to at least Level 2, she can use an airborne Halley's Chosen Ability known as Meteor Crash, charging forward in a burst of energy and plowing through any enemy. You can only perform Halley's Chosen Abilities when you have enough GV Fuel (represented by the vertical blue meter in the lower left corner of your screen).





## Other Controls

### Map



Pressing brings up the in-game map, which lists your mission objectives and shows all enemies in the area as colored dots. Yellow dots are individual enemies; pink dots are Frekiheims, which produce enemies (see the “Enemies and Items” section). A red arrow represents your position. Blue boxes represent passages to different areas of the map. Light green areas have solid footing; light blue dots indicate pillars or platforms you can jump on.

Blue numbers at the bottom of the map indicate mission areas—the first number is the area you're in; the second is the number of areas in the mission. To close the map and return to the game, press , , or . While you view the map, the in-game action is paused. Refer to the map frequently to locate enemies and passages in the missions.

### Clock



Press and a clock appears in the upper right corner of the screen, recording the elapsed mission time. Hide it by pressing again.

## Start Menu



Press during the game to pause the action and bring up the Start Menu, which has four options:

- **Continue** resumes the game from the point you paused it.
- **Retry** starts the current mission over.
- **Return to Briefing** takes you back to the Main Menu (see “Main Menu”).
- **End Game** returns you to the title screen. You lose any unsaved game progress.

## Mission Grades



After you successfully complete a mission, you receive letter grades in five different categories. From highest to lowest, the grades are S, A, B, C, and D. The categories are:

- **Clear Time:** The less time it takes you to complete a mission, the higher your grade.
- **Enemies Defeated:** The more enemies you destroy, the higher your grade.
- **Technique:** Defeating enemies by shooting them while performing Boost Combos raises this score.

- **Extra Core:** Find the hidden black Halley Core in each mission to raise your grade in this category.
- **Clear Bonus:** The less damage you take during a mission, the higher this score will be.

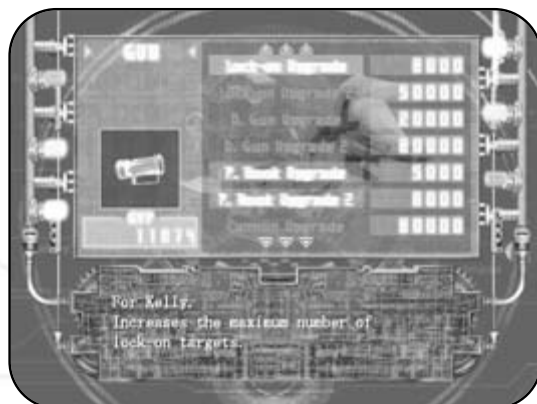
NOTE

**Score (+GVP) means the total score and average letter grade of all of the above categories. Divide this number by 100 to figure out how many GUNVALKYRIE Points (GVP) you've won for completing a mission.**

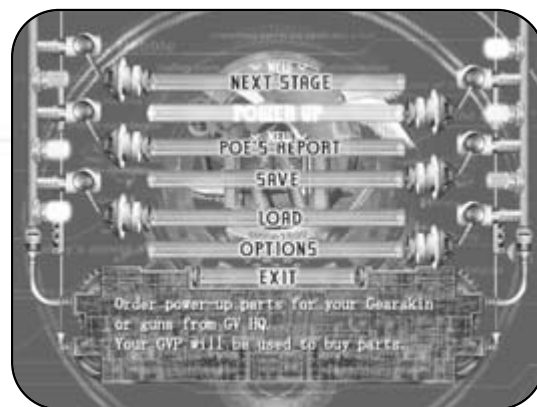
## GVP and Customizing Armor



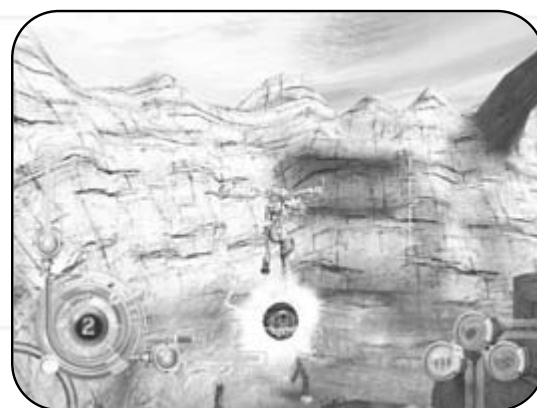
After completing a mission, you get GVP (GUNVALKYRIE Points) to purchase upgrades for your Gearskin. The GVP earned from a mission is 1 percent of your total score for that mission.



To spend GVP on Gearskin upgrades, select Power Up from the Main Menu. You can upgrade your Gun, Gearskin, and Extra Items by choosing the appropriate selection from the Power Up menu. See "Enemies and Items" for details on each upgrade.



Unless the upgrade specifically mentions otherwise, each upgrade you purchase applies to both Kelly and Saburouta. Some upgrades (such as Drive Gun upgrades) can only be used by one character.



You also can make Kelly's Gearskin evolve by finding the hidden Halley Core in each non-Boss mission. At Level 2, her Gearskin is more powerful across the board than in its unevolved state, and it also gains the ability to perform the airborne Meteor Crash attack. If you find all the Halley Cores in the game, Kelly's Gearskin will evolve to Level 3 just before you fight the final Boss.

## Challenge Mode







When you successfully complete the entire game with either character, a new play mode called Challenge Mode becomes available from the Main Menu. In Challenge Mode, all missions are unlocked, all Gearskin upgrades are purchased and applied to your characters, and both characters can play any mission. See "Challenge Mode" for more information.

## Basic Game Strategies



Keep these 10 tips in mind at all times:

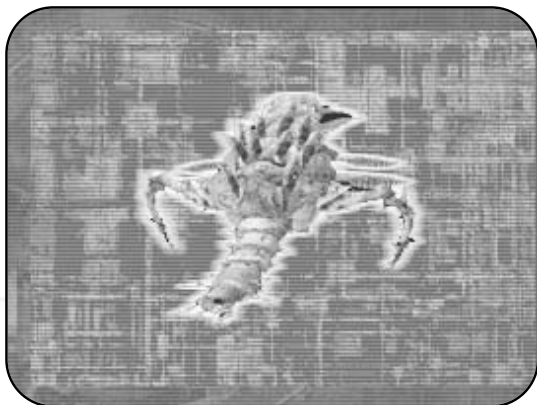
1. **Master the Controls:** Before advancing too far into the game, become comfortable with the unconventional control scheme. Watch the demo that plays automatically at the title screen to get an idea of how you should be moving.
2. **Use the Right Tool for the Job:** Learn which weapons do the most damage to which enemies. Remember that Saburouta is good for raw power if precise control isn't a critical factor; Kelly is best in missions that require a lot of jumping and Boosting.
3. **Keep Moving:** Don't stand still. Your enemies will swarm and overwhelm you, or pick you off from a distance.
4. **Stay Airborne:** Many of your enemies can't reach you if you're in the air, so Boost as much as possible and shoot them from above.
5. **Don't Wait for a Lock-On:** In some missions, it's easier to pick off stationary enemies from a distance, rather than move in closer to lock on. Line up your shots carefully with your targeting reticule and blast your enemies before you get close enough for them to counterattack.
6. **Use Environment to Your Advantage:** In a wide-open area, Boost to high ground to avoid and pick off enemies below you. In narrow quarters, lure enemies into enclosed areas and fire away.
7. **Know Your Objectives:** Some missions require you to destroy all enemies in a level; in others, your goal is simply to get to the end of the area. Make sure your strategy fits the objective.
8. **Save Early, Save Often:** After completing a mission and before purchasing upgrades, save your game. Use all three save slots to record your progress at different points in the game. Remember, once you complete a mission, you cannot return to it. If you did poorly in a mission, it might be worthwhile to load an earlier saved game and play the mission over to get a better score and more GVP for your Gearskin upgrades.
9. **Find Those Cores:** The hidden Halley Core in each non-Boss mission won't help Saburouta, but it will evolve Kelly's Gearskin. If Saburouta finds one, it still counts toward Kelly's Gearskin evolution, because they are a team. Kelly's Gearskin has three levels of evolution. Her Level 3 Gearskin in Mobius State is an unmatched engine of destruction.
10. **Combo, Combo, Combo!:** The more Boost Combos you perform, the higher your GV Fuel level stays, and the more Halley's Chosen Abilities you can perform. The Combos also power up your weapons incrementally—25 Boost Combos temporarily puts you into a near-invulnerable Mobius State.

# Enemies and Items

## Enemies

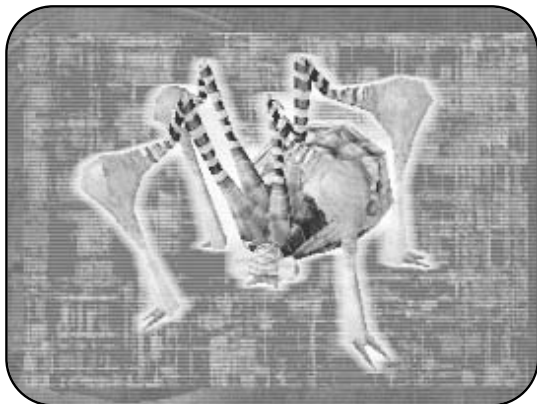
### Minor Enemies

#### Aegirs



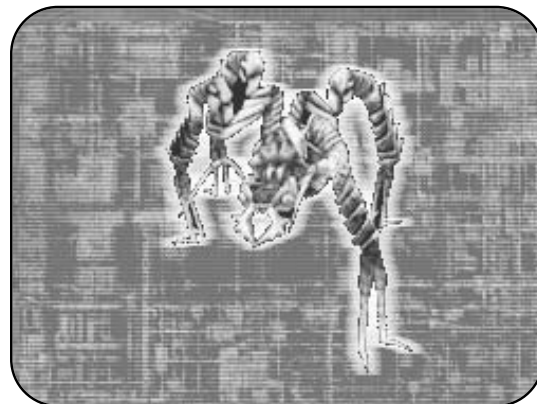
Aegirs are large, tough behemoths that live in the swamps of Tir na Nog. They fire Aegir eggs and hit you with powerful strikes. Target them from above at a safe distance and keep firing—they can take a lot of damage.

#### Borthors



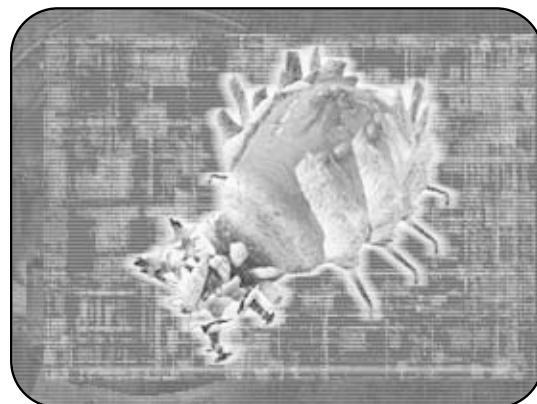
Borthors fire yellow spheres of energy that bind you like a spider's web. To escape, use your Boost abilities or GV Napalm. Other Borthors shoot jets of gas from their backs or lob fireballs. They are not resistant to damage and you can pick them off quickly.

#### Frekis



These insects are the most abundant enemies on Tir na Nog. They attack from all sides. Target their weak point—their legs. Most Frekis swarm you on their spidery legs and try to bite you, but some remain rooted to the ground and attack by lobbing fireballs or shooting jets of gas from their backs. Giant Frekis are tougher than their smaller cousins, but all are vulnerable to Kelly's Drive Gun.

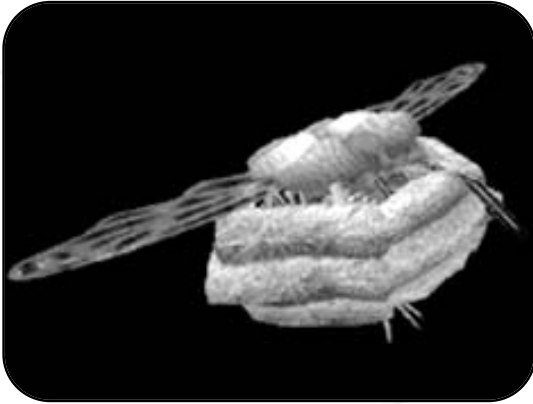
#### Frekiheims



Frekiheims are bloated beasts that cling to walls and platforms. They produce Frekis at an astounding rate. Get rid of these enemies to avoid getting swarmed by Frekis.

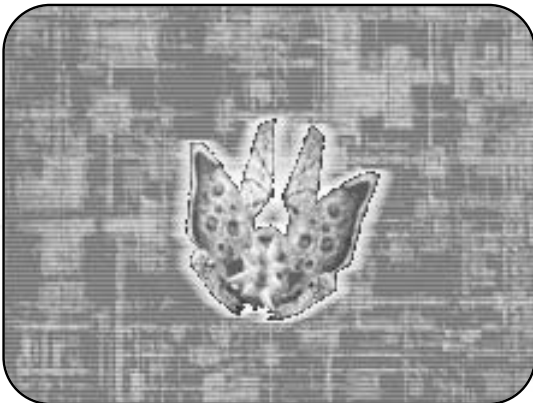


## Gungnirs



Gungnirs have tough shells covering their bodies, making them very resistant to damage. Shoot them from above or below to target exposed areas of their bodies. They don't move, but they do fire explosive shells.

## Hrists



Hrists are small, and normally found in the swamps of Tir-na-Nog. They attack by flying directly at you in a suicide run. They're quick, so destroy them fast before they hit you. If you listen closely, you hear them coming.

## Hugins



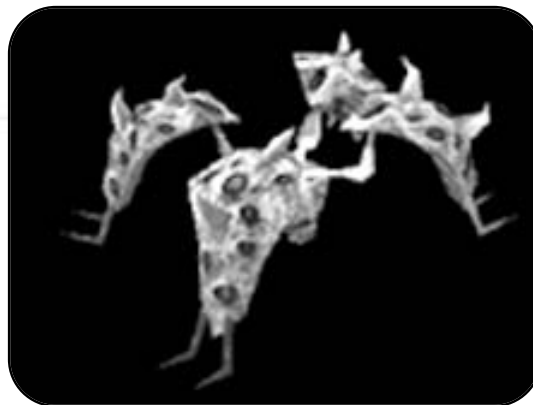
Hugins are possibly the toughest non-Boss enemies in the game. Not only do they fly, but they also can fire energy tornadoes and sonic waves. Even worse, they're usually ethereal, easily floating through walls and your attacks. They become solid just before they attack. Your weapon locks onto them then if they are within range. Fire quickly to take them out.

## Leavatains



Leavatains are dragonfly-like enemies that drop explosive spores from the sky and buzz you while you're in the air. Take them out quickly. They are persistent enemies that are difficult to keep in range.

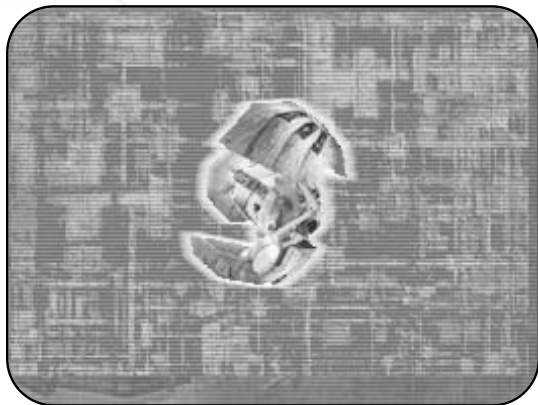
## Muspells



These weak little enemies wait for you to get close to the platforms they sit on, then they explode with tremendous force. When you see yellow energy particles gathering around them, they are about to blow up. Shoot them from a distance to trigger their explosions while you're still safely out of range. The blast is much more horizontal than vertical, so you can Boost Jump to escape it.

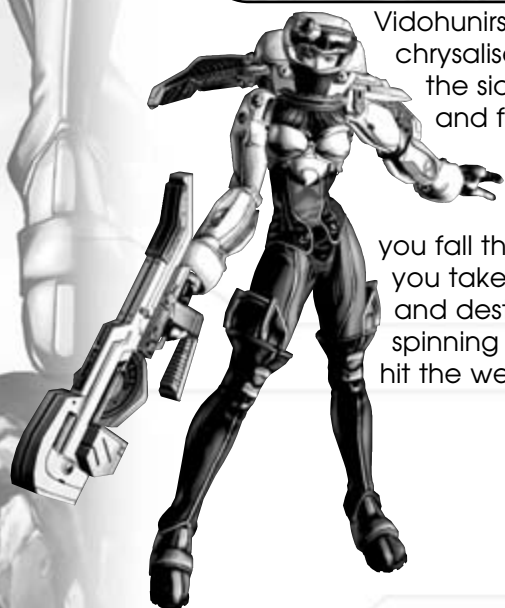
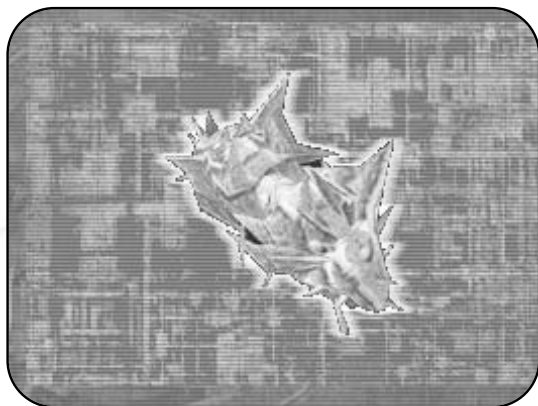


## Syns



Syns are security drones left behind by the colonists of Tir-na-Nog. They are still active and can be found everywhere. Their armor is resistant to Drive Gun fire, so use the Heat Blaster or Matchlock Cannon to take them out. Syns attack with bolts of electricity and pulse charges.

## Vidohunirs



Vidohunirs are bizarre chrysalises that adhere to the sides of vertical shafts and fire out huge horizontal webs when you get close to them. If you fall through their webs, you take damage. Target and destroy the Vidohunir spinning the web before you hit the web.

## Boss Enemies

### Burtgang



Burtgang sits high atop Naglfar's Pit 1, broadcasting Dr. Hebble's voice to the creatures below. When you reach Burtgang, you're in for a fight. As long as its health is above half, Burtgang charges you and fires salvos of X-shaped energy bolts and wide energy arcs. Side Boost or Boost Jump to avoid these attacks. When its health drops below half, Burtgang shoots spinning blue energy disks shaped like saw blades. Burtgang's upper half is protected by a force field, so aim for its lower half and keep dodging and firing.

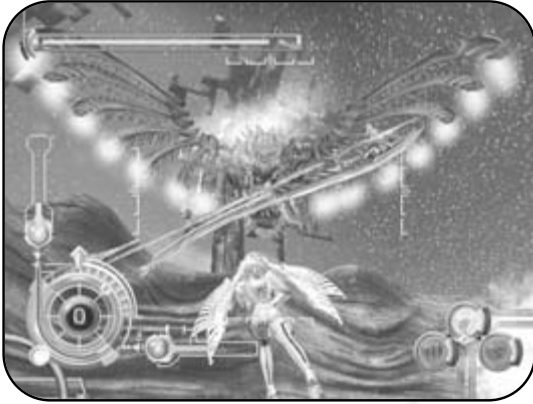
### Daihellm



Daihellm is a plant-like Boss, but don't expect it to stay rooted to the same spot. When its health is above half, it leaps into the air, fires energy balls, and crashes down on your head. It is only vulnerable then to being shot from below just before it fires. When its health drops below half, it spins along the ground. If you get too close, it projects spikes from its body. When it starts spinning, it is vulnerable to shots from above.



## Ivaldi



Ivaldi is the final Boss of the game and is described as the "ultimate life form." It looks like a dead baby with a huge sword. Ivaldi has four states, in decreasing order of vulnerability: blue void (which it begins in), yellow void, red void, and vulnerable. To knock it down to a more vulnerable state, hit it with a Meteor Crash. When you hit it three times, you can target and attack Ivaldi. Ivaldi has several powerful attacks, including Axe Spin, Meteor Swarm, Music of the Spheres, Axe Throw, and Final Sphere. See the "Level Eight" section for more information on this complex beast.

## Mimirs



Mimirs are large sand worms that attack in groups. Collectively, they are the Boss of the seventh level. They burrow into the sandy floor of their lair and attack by bursting out of the ground underneath you, firing spines, leaping into the air, and firing energy beams. If you stay in the air, watch out for their spines. Keep chaining together Boost Combos, and you should defeat them.

## Nidhogg



Nidhogg uses a variety of ice-based attacks, including ice spikes that protrude from the ground beneath you, spears of ice fired from a distance, and walls of massive ice that spike down on you from above (and remain until you destroy them or run into them). It also lunges and attacks you with its razor-sharp claws. Dodge its attacks.

Unlike many Bosses, Nidhogg has no invincible areas, but it has a huge amount of health and is resistant to damage. It takes many direct hits to wear Nidhogg down.

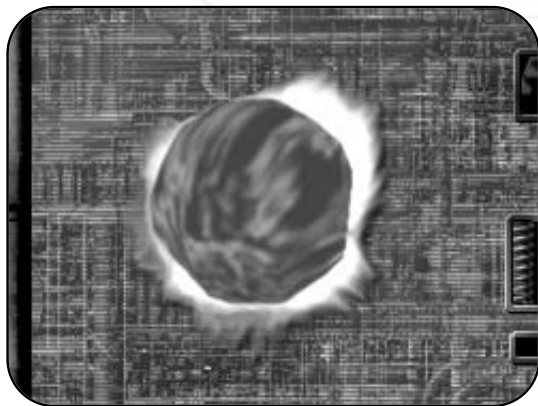
## Svart



Svart, an enormous sphere with tendons sticking out in all directions, is the penultimate Boss of the game. It attacks by spawning mantis-like Svart Child Enemies, each of which requires three Heat Blaster shots to destroy. When you dispatch a full wave of Svart Child Enemies, Svart rotates and drops its defensive shield. This is your only opportunity to damage it. Fire or Meteor Crash into the center of its body while its shield is down. Repeat the process when Svart puts its shield back up.

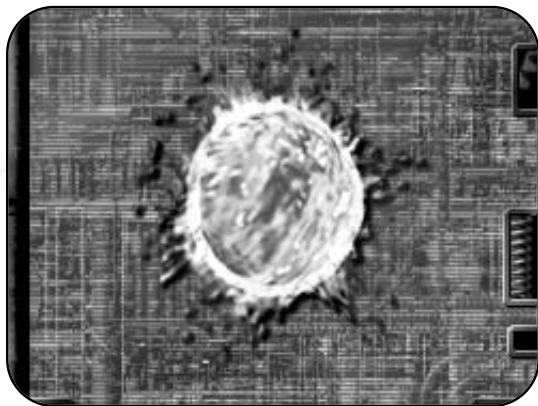
## In-Game Items

### Shield Energy Balls



These are the red spheres that appear after you destroy an enemy. If you get near them, they float toward you. Shield Energy Balls replenish your Gearskin's shields moderately (shield levels are represented by the horizontal red bar in the lower left corner of the screen), so keep an eye out for the balls at all times.

### GV Fuel Balls



These blue spheres appear occasionally after you destroy an enemy. If you approach them, they float toward you. GV Fuel Balls restore a small amount of your GV Fuel (represented by the vertical blue bar in the lower left of the screen). When you have enough fuel, you can perform your character's powerful GV Napalm attacks.

## Halley Core



A black Halley Core can be found in each level. They contain the genetic information of the Tir na Nog colonists Dr. Hebble Gate has genetically altered into the huge, vicious, insect-like creatures you must face in each mission. If you retrieve these cores, the colonists have hope of being restored to their former selves. The energy waves from these cores are potent, and may have an effect on your GV Gearskin.

Halley Cores are well hidden, often sealed inside a small capsule. When you find a capsule, fire on it to break it open and retrieve the Halley Core inside.

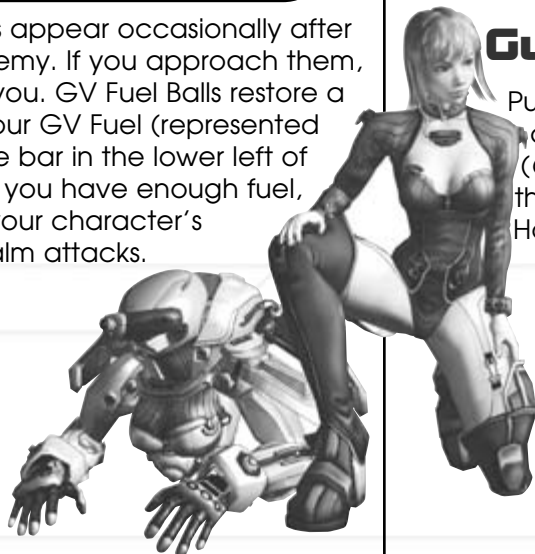
**NOTE**

Some of the larger insects (usually Bosses) may carry a Halley Core within their bodies. Retrieve the core before completing the mission.

## Armor Upgrades

### Gun Upgrades

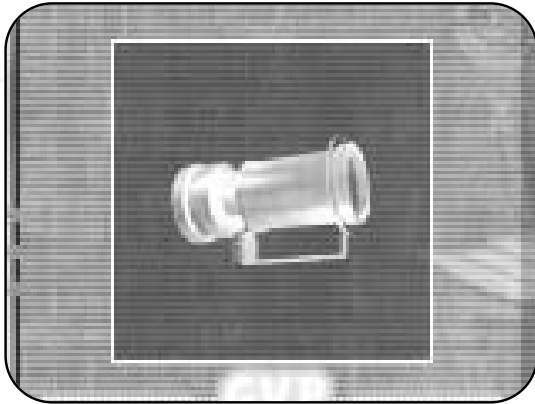
Purchase upgrades for both characters' weapons with GVP (GUNVALKYRIE Points). Upgrades for the Cannon, Drive Gun, and Plasma Hook are found in this menu.





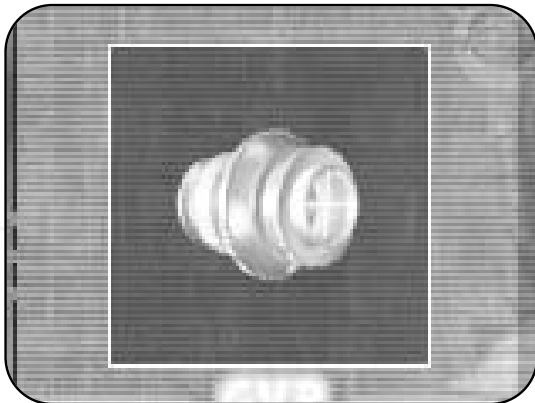


## Lock-On Upgrade



The lock-on upgrade costs 8,000 GVP and is only available for Kelly's Heat Blaster. This upgrade allows Kelly to lock on to several targets at once and fire a volley of target-seeking shots at each locked target.

## Lock-On Upgrade 2



The second lock-on upgrade costs 50,000 GVP and is only available for Kelly's Heat Blaster. While expensive, this upgrade allows Kelly to lock on to even more targets before firing off a barrage of target-seeking blasts.

## Drive Gun Upgrade



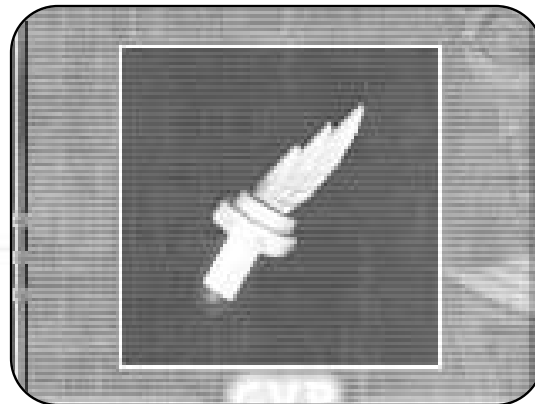
The Drive Gun upgrade costs 20,000 GVP and is only available for Kelly (Saburouta cannot use the Drive Gun). This upgrade increases the damage caused by Kelly's powerful Drive Gun.

## Drive Gun Upgrade 2



The second Drive Gun upgrade costs 80,000 GVP and is only available for Kelly (Saburouta cannot use the Drive Gun). The upgrade further increases the damage caused by Kelly's Drive Gun.

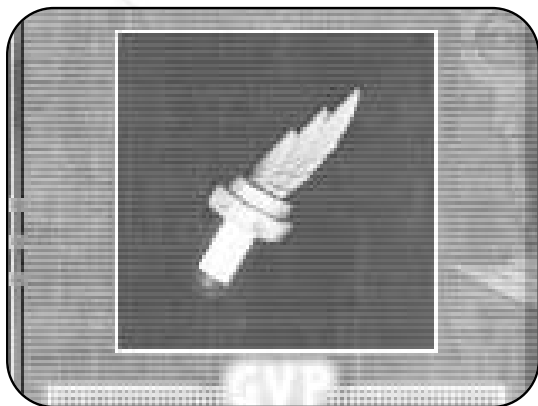
## Plasma Hook Upgrade



The Plasma Hook upgrade costs 5,000 GVP and increases the effectiveness of both Kelly and Saburouta's Plasma Hooks. This upgrade is inexpensive, so purchase it early and make the most use of it.

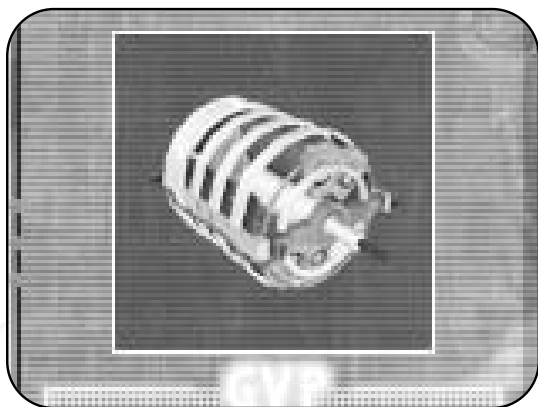


## Plasma Hook Upgrade 2



The second Plasma Hook upgrade costs 8,000 GVP and increases the effectiveness of both Kelly and Saburouta's Plasma Hooks. It's cheap and useful in several levels.

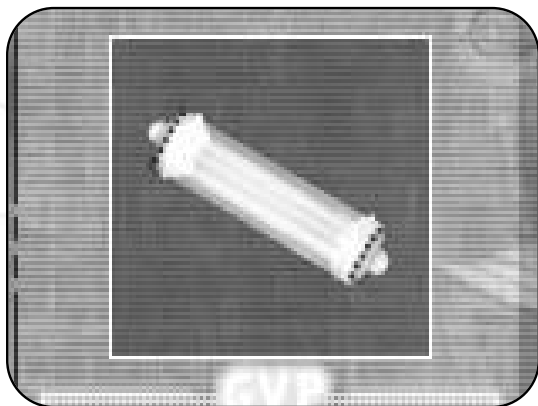
## Cannon Upgrade



The Cannon upgrade costs 80,000 GVP and is only available for Saburouta. This upgrade increases the overall effectiveness of Saburouta's powerful Matchlock Cannon.

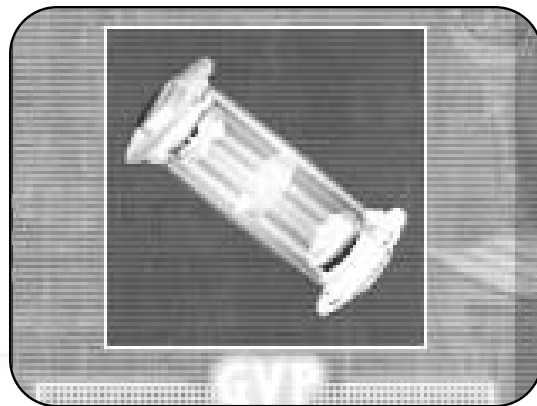
## Gearskin Upgrades

### Shield Generator Upgrade



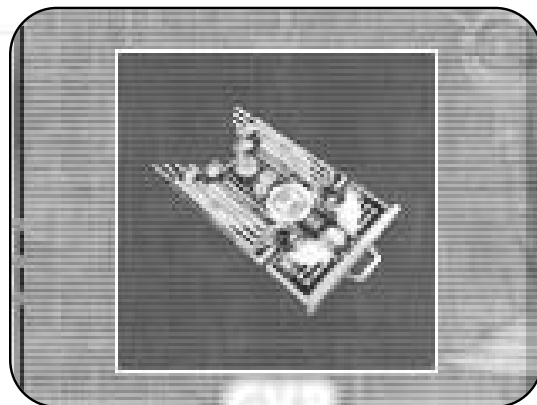
The Shield Generator upgrade costs 8,000 GVP and increases the maximum shield capacity of both Kelly and Saburouta's Gearskins. Because this upgrade is affordable and increases both characters' shields, it's an ideal buy early in the game.

### Shield Generator Upgrade 2



The second Shield Generator upgrade costs 20,000 GVP and further increases the maximum shield capacity of both Kelly and Saburouta's Gearskins. Although a bit pricey, this upgrade proves invaluable in later missions.

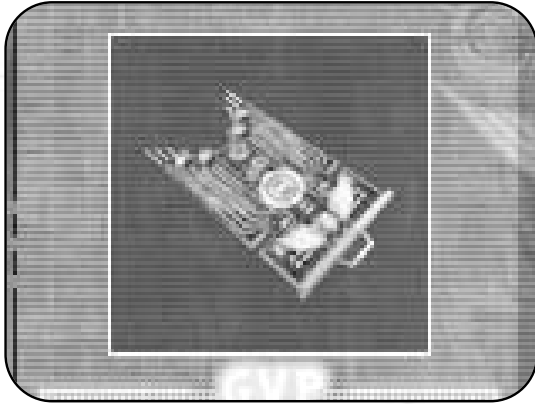
### GV Fuel Cell Upgrade



The GV Fuel Cell upgrade costs 80,000 GVP and increases the maximum GV Fuel capacity for both Kelly and Saburouta's Gearskins. This upgrade allows you to perform more GV Napalm attacks before exhausting your GV Fuel supply.

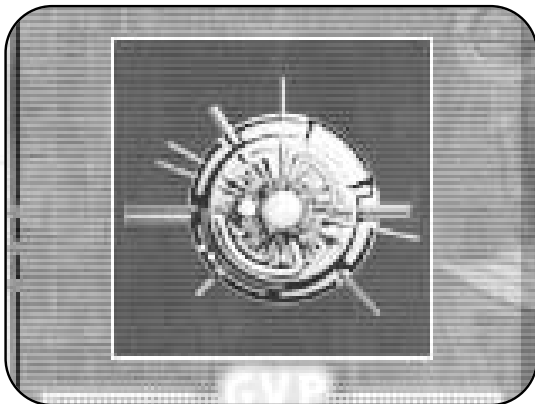


## GV Fuel Cell Upgrade 2



The second GV Fuel Cell upgrade costs 100,000 GVP and further increases the maximum GV Fuel capacity for both Kelly and Saburouta's Gearskins. This upgrade—the most expensive of all—allows you to perform many more GV Napalm attacks before your GV Fuel runs out.

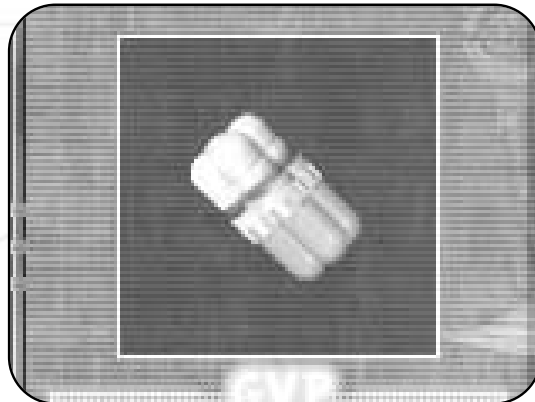
## Boost Shield Upgrade



The Boost Shield upgrade costs 50,000 GVP and increases the shield strength of both Kelly and Saburouta's Gearskins during Boosts. Despite its high cost, this is a handy upgrade for players who spend most of their time Boosting around.

## Extra Item Upgrades

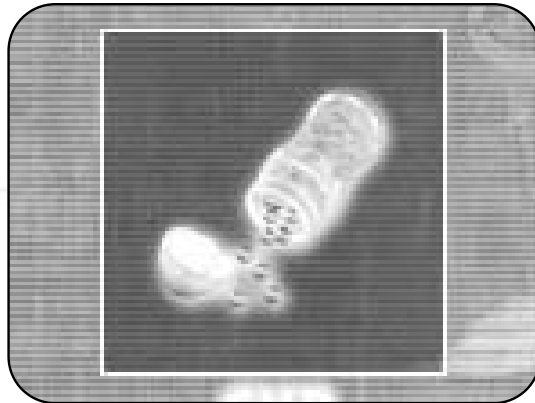
### Reserve Shield Upgrade



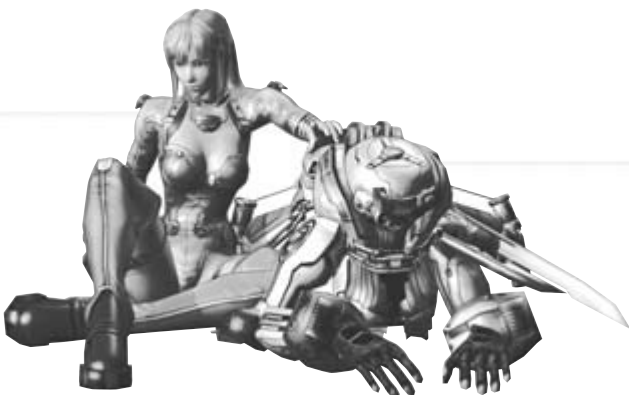
The Reserve Shield upgrade costs 4,000 GVP and is available to either character at the start of the next mission. When your Gearskin's shields have been depleted, the Reserve Shield upgrade will give you an instant automatic refill. This upgrade is useable only once and must be purchased repeatedly, but it is invaluable in a difficult mission.

### Reserve Fuel Cell Upgrade

The Reserve Fuel Cell upgrade costs 2,000 GVP



and is available to either character at the start of the next mission. When your Gearskin's GV Fuel is depleted, the Reserve GV Fuel Cell upgrade automatically refills your GV Fuel. This upgrade is useable only once and must be purchased repeatedly, but it is a valuable upgrade for the more challenging levels.

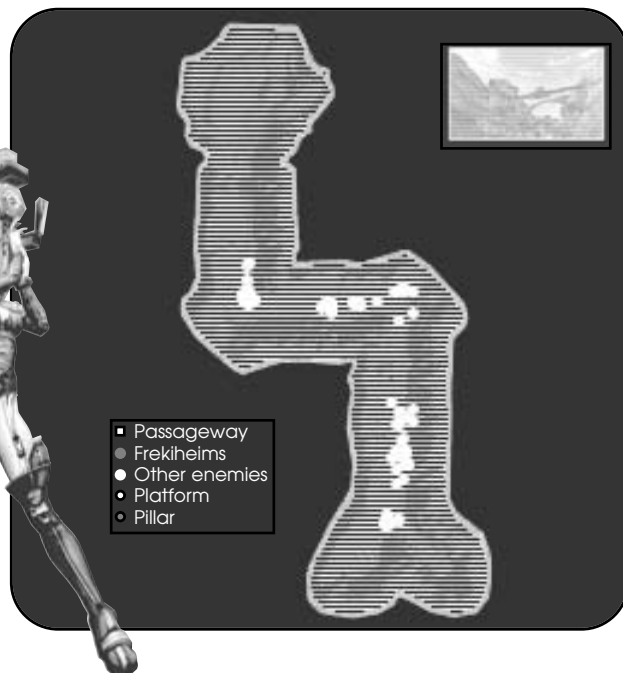




## Level One

### Valley 1

- Mission:** Retrieve the Drive Gun and return to the insertion point.
- Length:** Approx. 19 miles
- Terrain:** A steep slope and a towering cliff. The weapon landed near the colonists' old water tower. Head for the tower!
- Enemies:** Frekis (small, large, gas-attacking and fire-shooting), Leavatains
- Caution:** Your GV Boost alone cannot reach the top of the cliffs. Use the giant mushrooms as stepping-stones to make your way up.
- Available Characters:** Kelly, Saburouta



Level One's only mission is Valley 1, the first mission in *GUNVALKYRIE*. It's more of a tutorial than a mission. Poe sends frequent messages to help you understand the capabilities of your Gearskin armor. Valley 1 has many tall platforms rising from wide-open areas, so it's a perfect place to practice Boosting and racking up Boost Combos.

Your objective is to retrieve the Drive Gun and return to your insertion point. As soon as you retrieve the Drive Gun, it becomes available to Kelly. Saburouta cannot use the Drive Gun.

### From Insertion Point



Your insertion point for this mission is at the southern end of an S-shaped level. To the north are two clusters of gas-attacking Frekis. Their only weapon is a jet of gas they fire vertically from the tops of their bodies. If you don't jump through the gas, you suffer no damage. The gas-attacking Frekis do not pursue you, so take them out quickly with your Heat Blaster (or Matchlock Cannon, if playing as Saburouta). This is a good chance to work on your Boost Combo skills.



# Level One



After getting rid of the first clusters of gas-attacking Frekis, proceed north, where you find another large group of gas-attacking Frekis. They should give you no more trouble than the previous group did.



Proceed north and ascend the mushroom platforms that lead to the ledge of a tall cliff. More gas-attacking Frekis line the mushroom platforms. Take them out as you move forward. A few gas-attacking Frekis are underneath the northernmost mushroom, and a couple lurk on the sides of the valley. You don't have to get rid of these, but you rack up more mission points if you do.



Go north up the slow incline until you reach a 90-degree turn to the west. A large cluster of fire-shooting Frekis lurks on the northeastern corner of the turn. Their attacks are limited in range and speed. You should be able to target and destroy them without suffering much damage.



After eradicating the first group of fire-shooting Frekis, go to the west, where there are tall thin pillars and more platforms. Fire-shooting Frekis and gas-attacking Frekis cling to the tops, bottoms, and sides of the platforms and pillars, so advance quickly and carefully—and keep your eyes peeled.



The Halley Core is hidden in a capsule on top of the tallest pillar. You can try to Boost to it now, but it's easier to wait until you've acquired the Drive Gun and are on your way back to the insertion point.





Continue to the west along the mushroom platforms, taking out enemies as you go. Take a running jump off the last platform to the west, Boost vertically, then Boost Dash while in the air to clear the gap between the last platform and the ledge of the cliff that follows it.



Move west until the path turns 90 degrees to the north. At the turn, a cluster of fire-shooting Frekis patrols the ground. You should have no trouble taking them out. Pick up the GV Fuel Balls and Shield Energy Balls your foes leave behind.



Follow the path to the north and take out the fire-shooting Frekis on the first mushroom platform. When the coast is clear, Boost along the platforms to the north until you reach a third ledge.

### The Drive Gun



Once you reach the ledge, run down the path to the north. As you approach the end of the path, your targeting reticule locks onto a capsule. Shoot at the capsule to break it open and retrieve the Drive Gun. If you are playing as Kelly, the Drive Gun instantly becomes available for use.



As soon as you pick up the Drive Gun, a wave of regular Frekis runs down the hill toward you from the south. Use the Drive Gun. Boost Jump into the air, point the camera down, and pick them off. Note how Kelly automatically hovers as she fires the Drive Gun in the air.



## Back to the Insertion Point



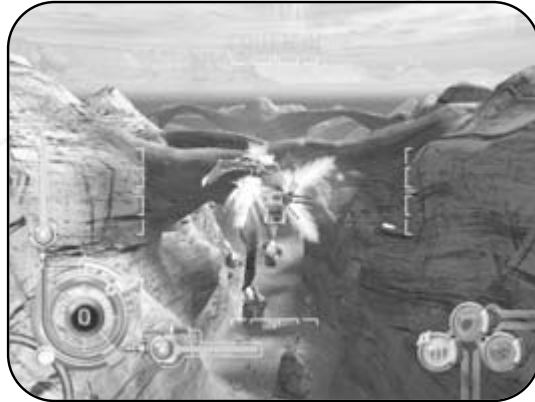
Head south up the hill and toward the mushroom platforms, now crawling with Frekis. Move south along the platforms, taking out Frekis as you go. You are now traveling downhill, so you should be able to remain in the air most of the trip, firing down on your enemies.



Keep moving south, following the path as it curves east. More Frekis drop from the valley sides. Stay in the air to prevent the Frekis from swarming you.



At the second series of mushroom platforms, don't forget about the Halley Core locked in the capsule atop the tallest pillar to the east. Destroy the capsule just as you destroyed the one that held the Drive Gun, and pick up the Halley Core.



After getting the Halley Core, keep moving south toward the insertion point. Clusters of Frekis appear along the valley floor, just waiting for you to mow them down with your Drive Gun. A couple of Leavatains also buzz by you. Take them out if you wish, or just keep moving south until you reach the insertion point.



Once you get to the insertion point, stand on the glowing blue platform to return to the Dolphin mothership and successfully complete the mission.

## Level One



## Level Two

Level Two has two missions, Valley 2 and Civilian Base 1. You can play them in any order, but after you successfully complete one, you cannot return to it unless you load a game you saved before the mission's completion.

### Valley 2

- Mission:** Clear this area. Defeat all enemies.
- Terrain:** A windy crevasse and a vast wilderness. The land is spotted with caves.
- Enemies:** Frekis (large, small), Leavatains, Frekiheims, Gungnirs
- Caution:** Use the drafts to proceed through the area, but do not fall into the crevasse. The cave floors are steep in this area. Use your Boosting abilities to safely get through this area.

**Available Characters:** Kelly, Saburouta



### From Insertion Point-Area 1



Your insertion point drops you in the middle of the first of Valley 2's four areas. To the south in front of you is a deep valley. A large swarm of large and small Frekis awaits below you. While standing on the ledge, take out the Frekis with your Drive Gun. Move south.



As you move, get rid of any enemies in your vicinity. Watch the area around your insertion point—more Frekis appear there. Take out every enemy. That's the goal of the mission. Don't waste time doubling back.



# Level Two



To the south beyond the insertion point is another ledge and a valley containing Frekis and Gungnirs. When you take out every enemy behind you, advance to the south, executing Boost Combos above the valley and firing down at your enemies.



Your final enemy before the path curves to the west is a transparent energy tornado. You can't lock onto it, but you can use your targeting reticle to aim and fire at it. A few shots with the Matchlock Cannon dispose of it. It's gone when you see a small spurt of green blood, and its yellow icon disappears from your map's radar.



As the path curves west, it narrows. Frekiheims stick to the walls of the canyon, pumping out Freki after Freki, so take them out. Stay in the air and execute Boost Combos to keep the Frekis from overrunning you. Don't wait until you're within lock-on range of the Frekiheims to get rid of them. They're such large targets that you will have no trouble aiming at them manually and picking them off from a distance.



The narrow canyon turns north and opens into a wide-open circular valley containing a trench along its northern end. You encounter Frekiheims, Leavatains, and Frekis. Clear the area systematically. The airborne Leavatains are pesky. Take them out first, followed by the Frekiheims. Use the mushroom platforms to get onto the western ledge of the valley wall, and you're within easy lock-on range of most of the Frekiheims. Watch out for a second energy tornado near the center of this valley.

## Area 2



After you clear the circular valley of enemies in Area 1, enter the cave at the northern end of the trench to proceed to Area 2. Area 2 is a short valley similar in layout to Valley 1. Area 2 has no enemies, so Boost Dash forward and move northwest as quickly as possible. Enter the cave at the northwest end of Area 2 to proceed to Area 3.

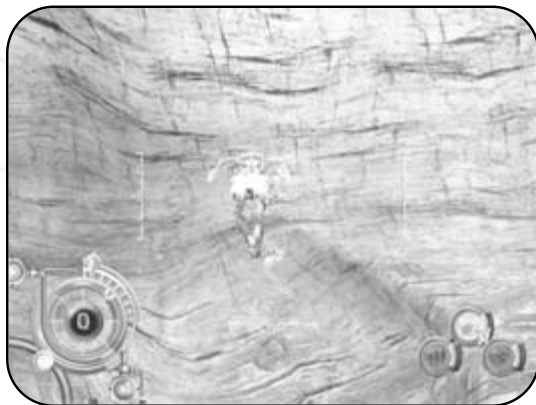
## Area 3



Area 3 is a huge circular pit with flying enemies and powerful updrafts that propel you upward if you move into them. If you fall into the pit, you reappear near the passage to Area 2, and all of the enemies you defeated menace you again. The Halley Core is hidden in this area.



Take out the enemies in the area by performing Boost Combos while flying over the pit. Use the updrafts and floating platforms as resting points to recharge your Boost energy. Take out the enemies from your starting ledge, and move across the pit when no more enemies are within range. Most of the enemies are Leavatains, but a couple of Gungnirs cling to the pit's northern wall.



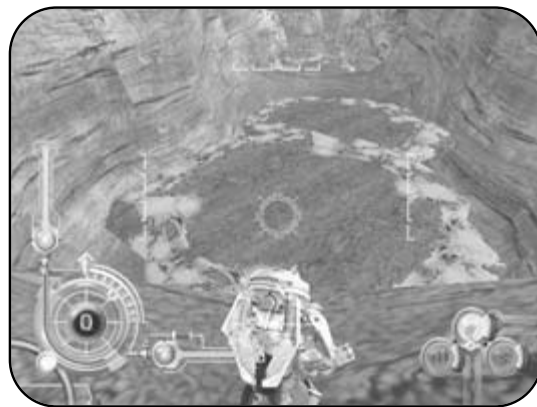
The Halley Core is in a capsule on a ledge above the northern cave entrance (which leads to Area 4). Boost to it, lock onto the capsule, fire to destroy it, and collect the floating black Halley Core. After you have the Halley Core, drop to the cave entrance, and go through it to enter Area 4.

## Area 4



Area 4 is another short underground cavern, similar to Area 2. The area has no enemies, so move to the southeast, where there is a cave entrance. This is a passage to the northern end of Area 1. Enter the cave to reach the final enemy clusters.

## Area 1



The passage from Area 4 to Area 1 puts you on a narrow ledge at the northwest edge of Area 1. Below you are mushroom platforms and a valley floor. Watch for a couple of energy tornados to the south.



# Level Two



After you get rid of the energy tornadoes, head south along the mushroom platforms and take out the enemies in the vicinity. Move southeast until you come to a fork in the path. Turn left (northeast) and continue blasting bugs.



To reach the last Frekiheims and other enemies in the northeast corner of Area 1, you must do some skillful platform jumping and Boost Combos. Move across the mushroom platforms until you reach the last one to the northeast, from which you can shoot most of the Frekiheims. If you mis-time your jumps and Boosts and fall to the valley floor, you have to backtrack until you reach a platform to which you can Boost.



After you take out the enemies from the last mushroom platform, take a running jump and Boost northeast onto the ledge in front of the last platform. Take out the remaining enemies—they are the last. If the mission does not automatically end when you take out the last enemies in this area, you missed one. Refer to your maps and backtrack until you locate the stragglers.

## Civilian Base 1

### Mission:

Clear this area. Defeat all enemies.

### Outline:

This area contains catwalks and ledges. Use your Gearskin's Boost abilities to explore the base.

### Enemies:

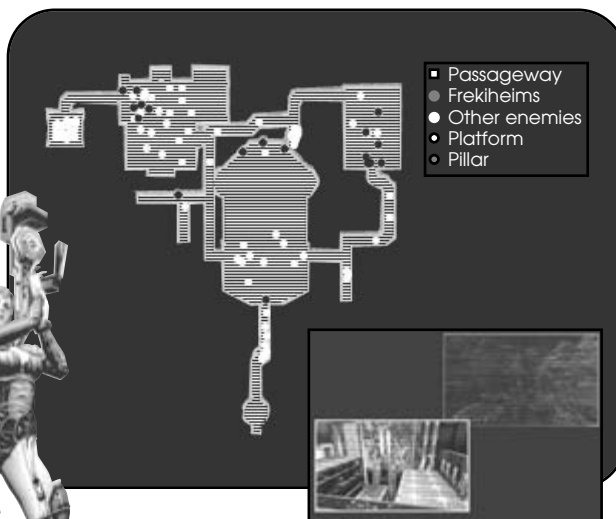
Syns, Borthors, Freki, Frekiheim

### Caution:

If you cannot find the next area, use **R** to look around. You might find a new path to travel. Use **Map** to view the map and get your bearings. Your Plasma Hook comes in handy. Latch onto a Plasma Hook target with the Plasma Hook to get to places that are normally too high to reach.

### Available

**Characters:** Kelly, Saburouta





## From Insertion Point



The insertion point puts you at the southern end of the single area in this mission. Get rid of the enemies in the vicinity before moving on. This saves you from having to backtrack, which wastes time and lowers your final score.



From the insertion point, move north through the narrow corridor. Destroy the Borthors and Syns you encounter, and keep moving north. At the northern end of this corridor is a door that reveals a large, open area.

### Room 1



The first room in Civilian Base 1 is filled with Syns, Frekis, and Frekiheims. Keep moving to prevent the enemies from overwhelming you. Stay off the ground, and take out the enemies along the bottom of the area.



After you clear the bottom of the room, look up to find the Plasma Hook target above its center. Equip your Plasma Hook (9) to lock onto the target, then fire the Plasma Hook to get a ride to the ceiling. Switch to your Heat Blaster and take out the Syn below you. Boost to the ledge on the southern side of the room containing the Frekiheims and blue insectoid alien.



Stand at the edge of the ledge to shoot the enemies on the southern wall without them coming after you. When the enemies in this room are destroyed, jump onto the catwalk that runs east to west across the top of the room. The east door up here is locked. Drop off the catwalk to the ground and go through the east door under the catwalk.

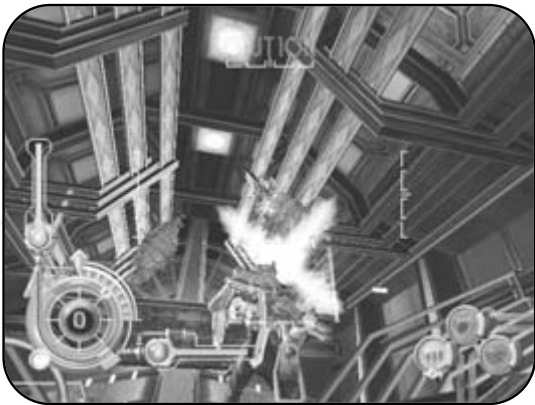


# Level Two



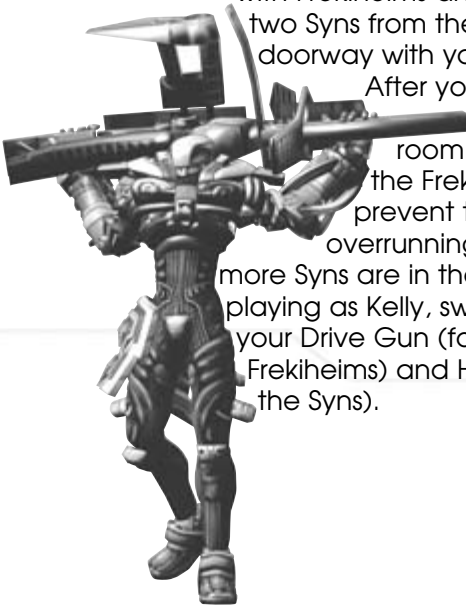
This door leads to another narrow corridor populated with Frekis and Syns. Proceed northeast, destroying enemies as you go. Consult your map to make sure you're not missing any. When you get to the end of the corridor, go through the door that automatically opens.

## Room 2



The corridor leads into a second room filled with Frekiheims and Syns. Pick off two Syns from the safety of the doorway with your Heat Blaster.

After you destroy them, move into the room and take out the Frekiheims to prevent the Frekis from overrunning you. A couple more Syns are in the room. If you're playing as Kelly, switch between your Drive Gun (for the Frekis and Frekiheims) and Heat Blaster (for the Syns).

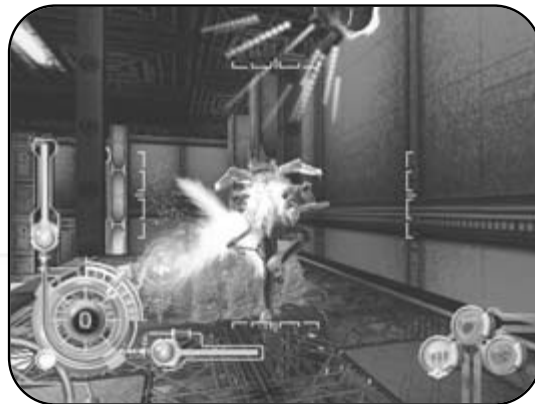


After you clear the second room, climb the crates in the northwest corner and head west through a door at the top into a corridor. Take out a small cluster of Borthors and Frekis after the hallway turns south. Continue through the hallway, taking out the Syns near the end of it, and enter the third room of Civilian Base 1.

## Room 3



This room is filled with Frekiheims, Frekis, Borthors, and Syns. On the ground in the northwest corner of the room are several Frekiheims. Head for them and use your GV Napalm to take them out.



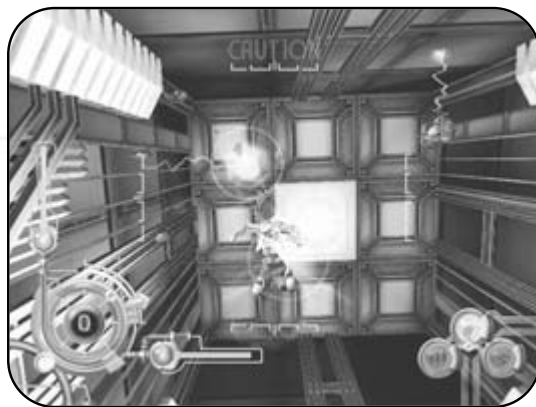
After taking out the Frekiheims, use your Boost Jump and Plasma Hook to reach the higher platforms in the room and get rid of the enemies lurking there. Target Syns first, then Frekiheims, then Frekis, then Borthors.



To get the Halley Core, use the Plasma Hook to reach the top of the northwest corner of the room, where there are two Frekiheims and a Borthor. After destroying the enemies, look to the east to spot another Plasma Hook target. Use the Plasma Hook to reach the target, then drop into the area below it. The Halley Core is in the middle of the floor. Destroy the capsule to release it.



Return to the main part of Room 3. Boost and Plasma Hook to the door in the northwest corner of the room and go through the door on the western wall.



With your Heat Blaster equipped, run through the short corridor and jump into the room. Boost Combo and look up while firing to take out the Syns floating overhead. After you take care of them, switch to the Drive Gun and get rid of the Borthors on the ground.



Return to Room 3, use the Plasma Hook to get onto the catwalk, and proceed through the door at the eastern end of the catwalk. Destroy the Syn, Frekis, and Frekiheim in the corridor. This leaves one large blue insectoid alien in the corridor, who succumbs to a half-dozen Heat Blaster shots. This automatically completes the mission and transports you to the Dolphin mother ship. If it doesn't, consult your map to find the enemies you missed and hunt them down.





# Level Three



## Boss Battle: Daihellm

### Mission:

Defeat the Boss, Daihellm, and retrieve the Halley Core from its body.

### Outline:

Daihellm's chamber is octagonal and small, so there won't be room for you to move about. Make the most of the space provided.

### Enemy:

Daihellm is covered by a rock-hard shell, making it nearly invulnerable. Daihellm must drop its defenses to attack, however, giving you an opening to strike at its softer, vulnerable parts.

### Caution:

Be sure to retrieve the black Halley Core after defeating Daihellm. When you do, the mission ends.

### Available

**Characters:** Saburouta is not available for this mission.



## Level Three

## Daihellm's Attacks



While airborne, Daihellm uses two main attacks, either of which is devastating. Daihellm's first and main attack is to fire out several blue energy balls, which slowly float toward you until they are directly above you. Then they rain down short bursts of lightning (which do severe damage) and disappear. If you are directly underneath Daihellm when it's about to launch or has just launched its blue energy balls, it drops down and tries to crush you. Any blue energy balls it has already launched are destroyed.



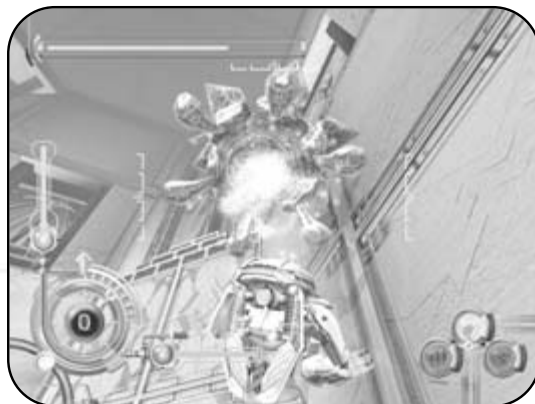


When it has lost half its health, Daihellm gets angry. Instead of floating around and attacking from above, Daihellm drops to the ground and spins. In this state, Daihellm is impervious to any attack. It slowly spins toward you. As Daihellm closes in, it stops spinning and shoots out scores of long, razor-sharp spikes in all directions. These cause massive damage and must be avoided at all costs.

### Daihellm's Weaknesses



At first, Daihellm is impregnable. Its attacks are powerful, and you can't lock on to it. But Daihellm has several weaknesses. Its soft middle is vulnerable to the Heat Blaster and the Drive Gun, and you can deal with its blue energy balls by tricking Daihellm into destroying them (see below).





## Level Three



While Daihellm is in its initial airborne attack mode, watch it closely. When Daihellm stops moving and pauses for a few seconds, get into position for an attack. Move close to see Daihellm's underbelly, but don't stand underneath it. Before Daihellm launches its

blue energy balls, it drops the protective shell covering its underside for a second. The shell is down when your reticule turns red and targets Daihellm. As soon as you've got it targeted, fire a couple of shots from your Heat Blaster.



After Daihellm launches its blue energy balls, Boost Dash underneath—and past—Daihellm to tempt it into dropping on you. If you do this correctly, you damage Daihellm and trick it into destroying its blue energy balls as it drops to flatten you. For the first half of this Boss fight, this is the only way to damage Daihellm. Once you get the hang of it, Daihellm won't be able to touch you.



When Daihellm's health (represented by the horizontal red bar at the top left of the screen) drops to half, it lands on the ground, spins, and moves toward you. Change your tactics. Wait for Daihellm to close in. Before it gets too close, jump and Boost Dash as high as you can while hovering forward. You pass over Daihellm.

As you do, look down and fire a few rounds into Daihellm's soft middle (use the Drive Gun this time). Don't hang around or Daihellm hits you with the spikes sticking out of its shell. As you pass over Daihellm, do a short Boost Dash (or two) forward to get clear. Turn around to face Daihellm again and repeat this procedure until you take Daihellm out. Nab the black Halley Core from its corpse.

## Level Four

Level Four has three missions that can be played in any order: Civilian Base 2, Valley 3, and Naglfar's Pit 1. At the end of Naglfar's Pit 1 is the second Boss fight of the game. Play the missions in the order listed, so you can rack up some GVP and purchase Gearskin upgrades before facing the Boss, Burtgang.

### Civilian Base 2

**Mission:** Destroy all enemies. You have a time limit of 30 minutes.

**Outline:** Civilian Base 2 is an intricate network of tunnels and shafts.

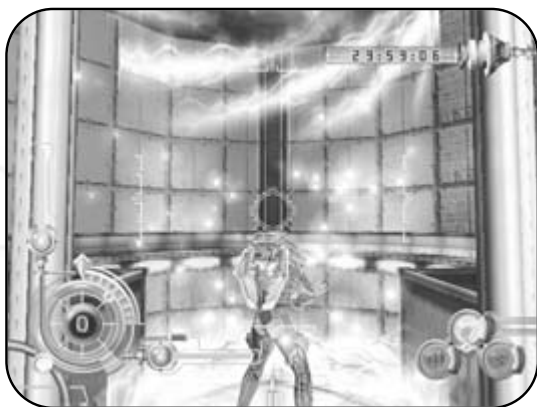
**Enemies:** Vidohunirs, Hugins, Syns, Borthors

**Caution:** Hover and use the pink catapults to navigate through the large vertical shaft. Destroy enemies you encounter on the way down, and continue hunting when you reach the bottom. Keep an eye out for enemies above and below. You also find that your weapons lock onto Shutter Nodes at the bottom of Shutters that seal each section of the shaft. Destroy these nodes to open the next section of the shaft.

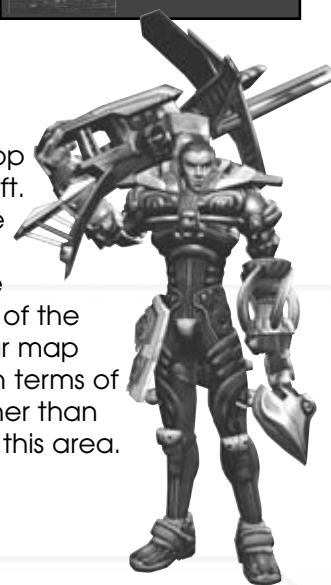
**Available Characters:** Kelly, Saburouta



### From Insertion Point—Area 1



The insertion point places you at the top of a long, deep shaft. Enemies cling to the walls below you, and there is a single door at the bottom of the shaft. Note that your map displays directions in terms of "up and down," rather than "north and south" in this area.





# Level Four



Descend the shaft, picking off enemies on the way down. Because your objective is to destroy all enemies, get them all on the first pass. The best way is to rack up Boost Combos at the top of the shaft to power up your Heat Blaster or Matchstick Cannon, then hover or Boost Combo down, taking out enemies with your powered-up weapons. If you need to double back, use the glowing pink catapults that line the walls and floor of the cavern to soar upward.



All the enemies in the first section of the shaft are Syns. Remember that Kelly's Heat Blaster works better than her Drive Gun against these enemies. Near the bottom of the shaft is a Shutter; target its node and destroy it to open the next shaft area, which gives you access to the door at the bottom of Area 1. Avoid the pink catapult at the shaft bottom, which bounces you to the insertion point. If you accidentally land on it, Boost to stop your upward momentum.

## Area 2



The door at the bottom of Area 1 leads to Area 2, a small complex of rooms with clusters of enemies. Proceed to the north across a catwalk leading from Area 1. A Syn hovers above the door to Area 1. Take it out.



At the northern end of the catwalk lurk Syns and a cluster of Borthors. Pick them off from a distance, or you trigger the automatic door beyond them and expose yourself to enemies in the next room.





Once you've cleared out the enemies, move forward and deal with the enormous leaping blue creature on the other side of the door. When the creature appears, stay on the catwalk and fire at it until you destroy it, then move into the cross-shaped room.



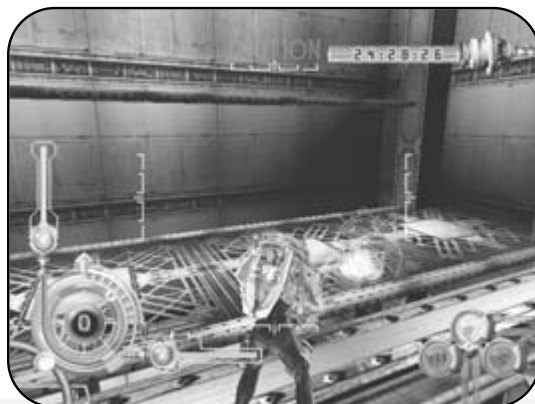
The cross-shaped room is full of Borthors that drop from the ceiling and attempt to ensnare you in energy webs. Take them out quickly. If you get caught in an energy web, Boost for a few seconds to free yourself.



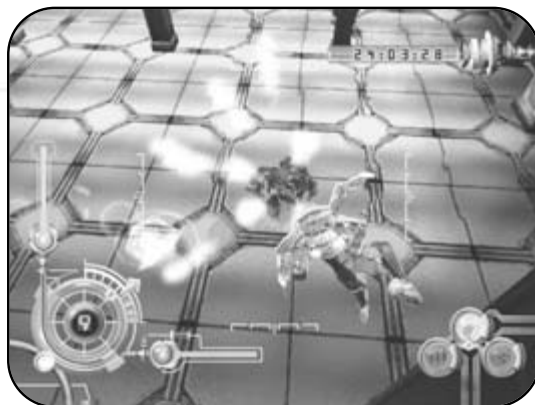
When the room is clear, proceed through the north door into the hallway. Follow the hallway to the west to find a room with several platforms and Borthors. Drop below the platform you enter on to find the Halley Core in a capsule in the southwest corner.



After getting the core, Boost back up to the platform. Ascend the platforms, taking out Borthors as you go. Look at all four walls of the room when you Boost up to another platform to ensure you don't miss any enemies on the way up.



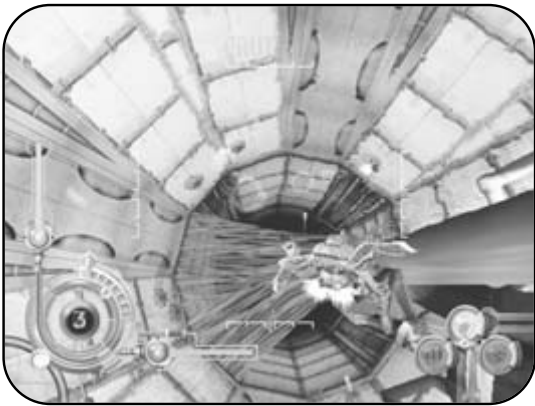
At the top of the room is a door on the eastern wall. Exit through this door and proceed east. You come to a large room filled with enemies. A Hugin flits around inside the door. Take it out quickly—it's one of the most challenging enemies you face.



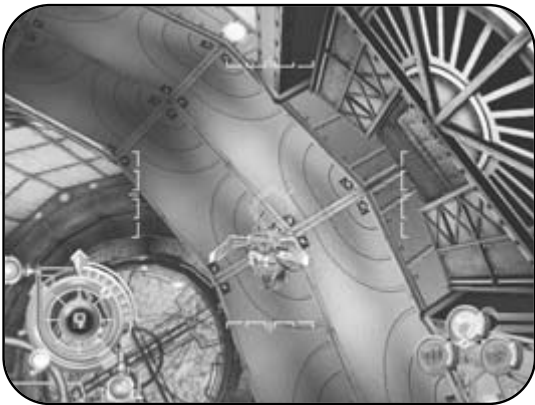
Once you destroy the Hugin, drop down along the platforms, taking out enemies as you go. Check every platform on the way down for enemies. Most are Borthors, but another large blue insectoid creature waits at the bottom of the room. Don't allow a Borthor to bind you while the large blue enemy is still alive, or you wind up badly beaten.



## Area 3



Exit Area 2 via the door in the northeast corner. This leads to Area 3, another vertical shaft. All the enemies in this shaft patrol its narrow middle. Get rid of them as you did the foes in Area 1. They're just Borthors and Vidohunirs—you don't have to worry about an aggressive offense.



Two doors are toward the bottom of Area 3. The upper door, on the east side of the shaft, leads to Area 4. The lower door, on the west side, leads to Area 5.

## Area 4

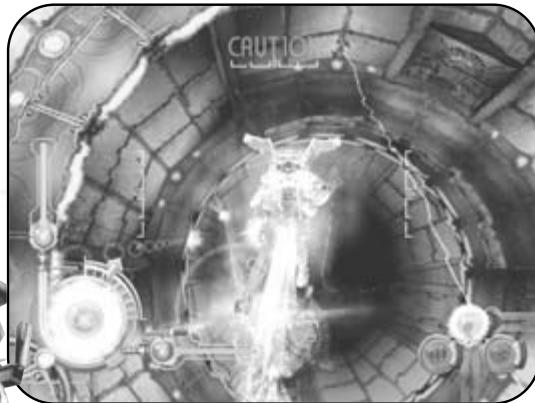


Enter the east side door that leads to Area 4, which is simply a long room with four Syns and a Hugin. Take out the Syns first, then dispose of the Hugin. At the room's northern end is a weapon in a case. You cannot destroy the case or get the weapon, so don't worry about it. It's part of the background.



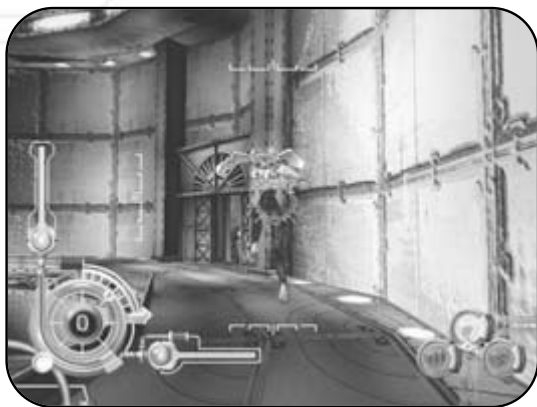
After you defeat all of the enemies in Area 4, return to the door through which you entered and go back into Area 3. Drop to the lower door on the west side of Area 3 to enter Area 5.

## Area 5



Area 5 is an enormous vertical shaft with two doors near the middle. Take out all of the enemies (all Vidohunirs) until you reach a Shutter that blocks your descent.

# Level Four



Once all of the Vidohunirs are destroyed, shoot the Shutter Node and open the next section. Just below the Shutter are five Sins that fire bolts of electricity in a pentagram-shaped pattern across the shaft. The door to Area 6 is on the western wall near the Sins. Get rid of the Sins and go through the door.

### Area 6



Area 6 has three rooms and you can clear it quickly. The middle room is a short corridor that leads to the other two. Go to the west room first and take out four Borthors. The Hugin from the east room chases you back into the west room, so you needn't hunt it down. It phases through walls, making it tough to track. Seek high ground to keep it in your sights. Once you have eradicated all of the enemies in Area 6, return to Area 5.



### Area 5



Continue your descent through the shaft, destroying enemies as you go. You should face only two Vidohunirs on your way down. If possible, get into Mobius State before entering the lower door in Area 5, which leads to Area 7.

### Area 7

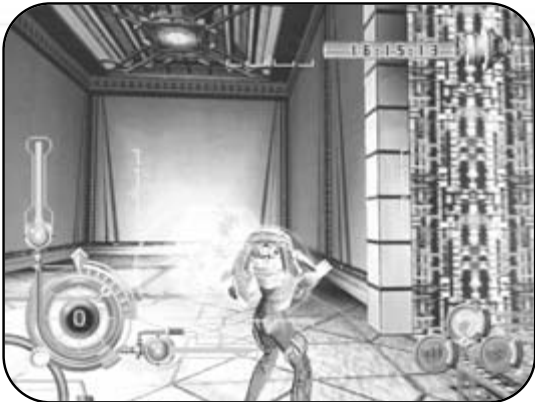


Area 7 is a corridor with four doors (two to the east, two to the west), each leading to a room filled with enemies. Clear the corridor of Borthors. Don't be surprised if you also encounter a Hugin, which phases into the corridor from one of the rooms.





After clearing out the Borthors and Hugin, enter the northeast room and take out its Borthors and large blue spider.



Return to the corridor and enter the northwest room, where you find three Borthors. Eradicate them and return to the corridor.



Enter the southeastern room and take out two Borthors. Return to the corridor.



Enter the southwestern room and get rid of its Borthors. This should clear out Area 7. Check your map to make sure you got all the enemies, then return to Area 5.

## Area 5



The only enemies remaining in this mission should be below the bottom door in Area 5, so jump into the shaft and continue Boost Comboing and hovering, destroying enemies as you go. You face several Vidohunirs before reaching the Shutter at the bottom of the shaft, where you find a Hugin.



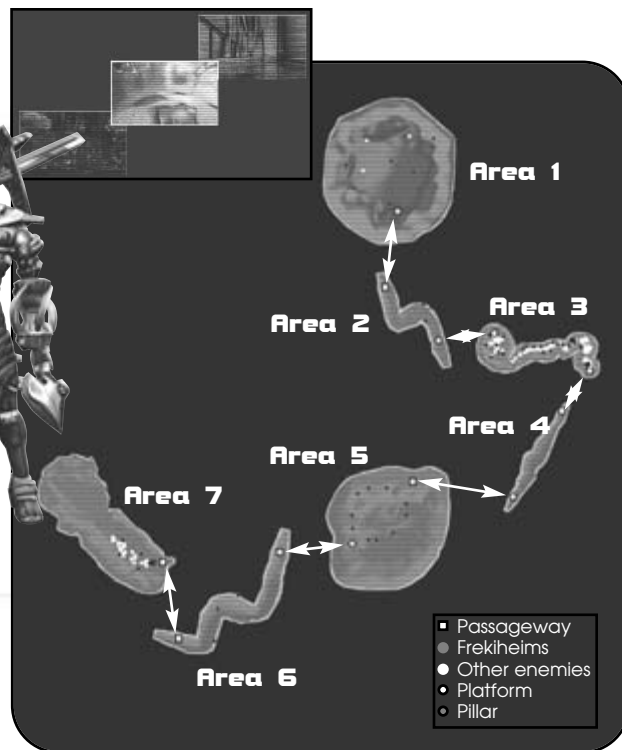
Destroy the Hugin and the Shutter Node to reach the bottom of Area 7, which is guarded by several Syns. Boost Combo around the shaft, targeting and firing as fast as you can. When all the Syns are destroyed, the mission ends. If it does not, you have missed at least one enemy. Use the pink catapult platforms to backtrack through the entire mission, or retry the mission more carefully. Retracing your steps takes more time than it's worth.

# Level Four



## Valley 3

- Mission:** Destroy all Frekiheims in 30 minutes.
- Outline:** The terrain is similar to previous valley areas, but the landscape is more severe. Several caves (represented by blue boxes on your map) lead to other areas.
- Enemies:** Frekis (normal large and small, tougher large and small), Frekiheims, Leavatains, Gungnirs
- Caution:** Frekiheims hide in the caves. Be careful.
- Available Characters:** Kelly, Saburouta



### From Insertion Point—Area 1



Use Kelly in this mission, because her Drive Gun mows down Frekis as if they were blades of grass. The insertion point is at the northern end of Area 1. The mission has seven areas. Use your map to pinpoint Frekiheims; they appear as pink dots on your map.



Area 1 is a huge pit with platforms and updrafts. There are five Frekiheims in this area, clinging to platforms and walls. Boost Combo around the area, taking out Frekiheims as you go. Several Leavatains also lurk in this area. Destroying them is also a good idea, because they attack while you're attacking Frekiheims. Remember, you only need to take out the Frekiheims to complete the mission. You get bonus points for destroying other enemies, but don't waste time seeking them out.



# Level Four



When all the Frekiheims are destroyed, Boost to the cave entrance in the southern wall. Enter the cave to reach Area 2.

## Area 2



Area 2 is a short S-shaped cavern with two Frekiheims. Take them out quickly and you won't deal with Frekis. Run through the cavern with the Drive Gun equipped and fire as soon as you lock onto the Frekiheims.



The cave at the southeastern end of the cavern leads to Area 3. When both Frekiheims are destroyed, enter Area 3.

## Area 3



Area 3 is a small valley, but enemies pack every square inch. You begin in a ditch at the northwestern end of the area. Boost out of the ditch quickly, and take out the Frekis and Frekiheims. Stay off the floor of the valley to avoid getting swarmed by Frekis. Most of the Frekiheims are attached to the walls. Use your map to pinpoint them and aim manually to pick them off from a distance.



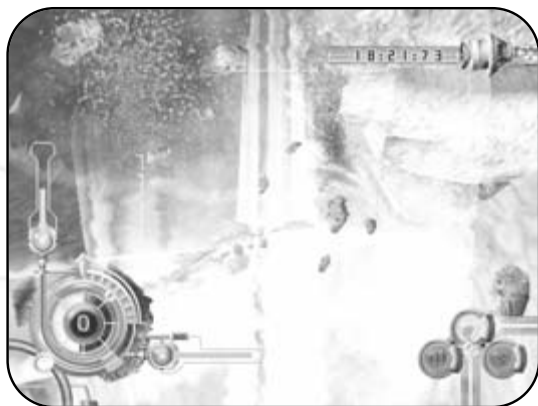
Once you've cleared the circular region at the west end of Area 3, proceed east through the narrow valley beyond. More than a half-dozen Frekiheims line the walls, spitting out Frekis at an alarming rate. Run and Boost through with your Drive Gun to take them out. It's easy to get swarmed from behind by Frekis, so consult your map often to make sure no one is coming up behind you.



Near the middle of Area 3 is a sheer cliff. Use the mushroom platforms to negotiate eastward through the valley, picking off Frekiheims and other enemies as you go.



After the mushroom platforms, the valley narrows. Continue east, picking off enemies with your Drive Gun. As you near the eastern end of Area 3, just before it curves to the south, you see Frekis pouring up from a small crevasse in the ground. Boost over the crevasse, hover and fire down at all of the enemies below you, then drop into the crevasse and proceed into the cave.



As you enter the cave, fire constantly until you see the Frekiheims. Run inside and destroy them with GV Napalm attacks and the Drive Gun.



Boost out of the crevasse and continue east, following the valley as it curves to the south. After the southward turn, you encounter a wide ditch. To the southwest, high along the valley wall, Frekis pour out of a cave.



To reach the Frekiheims in that cave, Boost across the ditch and into the cave. Be very careful of swarming Frekis. Destroy the cave's two Frekiheims with a GV Napalm attack, then leave the cave and continue heading south.



At the southeast end of Area 3, several Frekiheims stick to a small hill. Eliminate all the Frekiheims (check your map to make sure you got them all), then enter the cave behind the hill to reach Area 4.



## Area 4



Area 4 is an underground cavern leading southwest. It harbors no enemies, so Boost through quickly to reach the cave entrance at the southwest end. This cave takes you to Area 5.

## Area 5



Area 5 is another circular valley area with updrafts and ten Frekiheims stuck to the walls. Boost through the updrafts and eliminate the Frekiheims quickly. Leavatains patrol the upper part of the area, so stay low until you've destroyed the Frekiheims and any other enemies that get too close.



Once you have destroyed all the Frekiheims in Area 5, ride one of the updrafts to reach the upper part of the area. Enter the cave on the southwestern wall to reach Area 6.

## Area 6



Area 6 is yet another short underground cavern, with three Frekiheims. Boost to the southwest with your Drive Gun at the ready and destroy the Frekiheims along the cavern walls. Enter the cave at the southwest end of the cavern to reach Area 7.

## Area 7



Four Frekiheims lurk in this narrow valley area. Destroy three of them, and any Frekis in your way. Do not destroy the fourth.





Boost up along the mushroom platforms and move northwest until you reach the edge of a cliff beyond the platforms. Run northwest down the hill until you see a capsule in front of a lake. Destroy the capsule to retrieve the Halley Core for this level.



Double back to the southeast and destroy the final Frekiheim to end the mission. If the mission does not end when you destroy the Frekiheim, you missed one somewhere. Consult your map to find the pink dot, then backtrack until you find the Frekiheim you missed.



## Naglfar's Pit 1

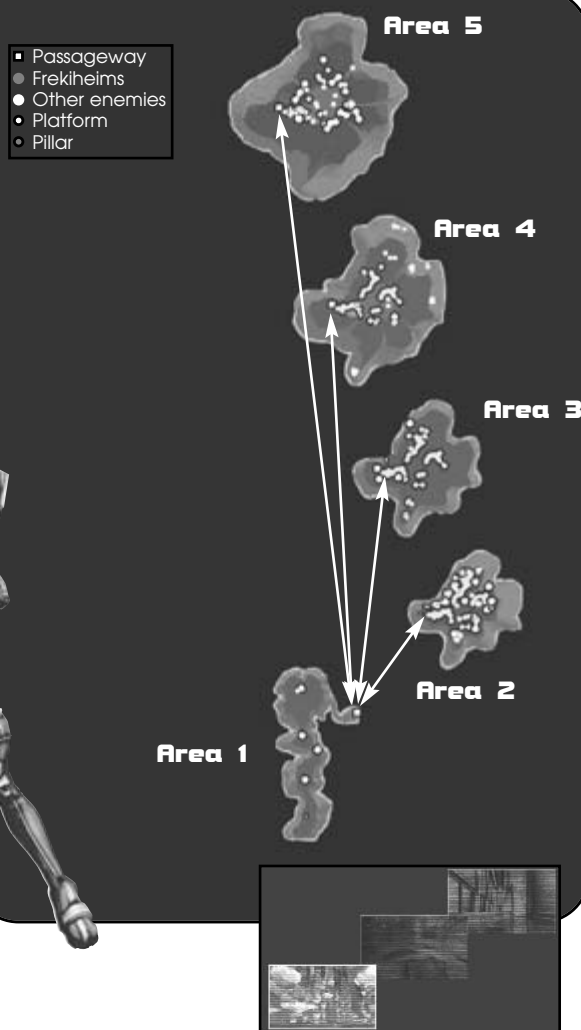
**Mission:** A creature (Burtgang) is broadcasting Dr. Hebble's voice from the highest point in this stage. Destroy Burtgang.

**Outline:** The toxic swamps of Tir na Nog feature tall, platform-like stone pillars, and the skies are filled with Aegir eggs, which fly directly at you in a suicide run. Some platforms collapse when you land on them, so watch your step.

**Enemies:** Muspells, Aegirs, Leavatains, Borthors, Syns, Burtgang (Boss)

**Caution:** Your Boosting skills are put to the test in this mission. Do not lose track of your location, and watch your step. You can jump on the parts of the outer wall that appear bright green on your map. To make it safely through the area, use the wall as a step.

**Available Characters:** Kelly, Saburouta





## Point—Area 1



The insertion point is the very bottom of Naglfar's Pit. The water at the bottom is toxic and drains your health if you land in it. Aegirs also patrol the muck, so don't spend time in it. The level is made up of five areas, each of which represents a vertical segment of the pit. You move into new areas as you ascend platforms, and you won't know it if you're not referring to the map.



From the insertion point, drop into the swamp below the platform to find the Halley Core for the area. Unless you're a Boost Combo master who can stay above the water, you take damage. It's a small price to pay.



After getting the core, proceed north along the platforms until you reach the northernmost platform in Area 1. From there, Boost to the east until you reach a cave leading into Area 2 and the main part of the level. White tornadoes zip around the platforms; getting caught up in one can throw off your Boosts.

## Area 2



Jump along the platforms, keeping the wall to your left, until you reach a cluster of three mushroom platforms, stacked on top of each other. Watch out for Muspells, which explode if you get too close. Shoot them from a distance or trigger their explosions while you're safely out of range. Take out the Aegirs lurking in the swamp, too, so they don't hit you with their eggs.



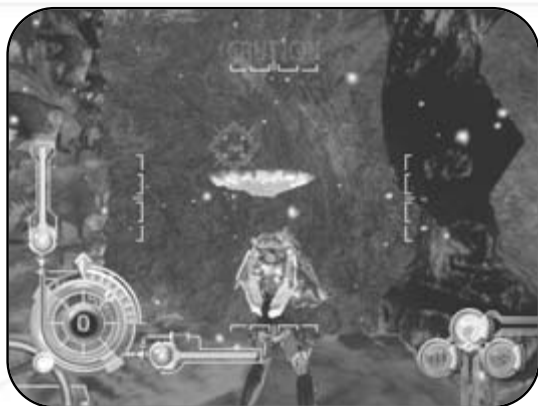
When you reach the three platforms, jump onto the topmost one and face the center of the area. Jump onto the platform in front of you and pick off enemies within range. Continue north along the platforms until you are in the center of the area.

# Level Four



Face west and make a short hop onto the pillar in front of you. Your next jump takes you to Area 3.

### Area 3



Make a long Boost Jump in the same direction until you reach the platform almost touching the rock wall. Be careful of the white whirlwind that swoops around it.



Face southwest and make another long Boost Jump to the platform just beyond the pillar in front of you. Watch out for the whirlwind.



From here, face east and Boost up. On the platform in front of and above you is a Muspell. Destroy it, then make a long, high Boost Jump to the platform. This takes you to Area 4.

### Area 4

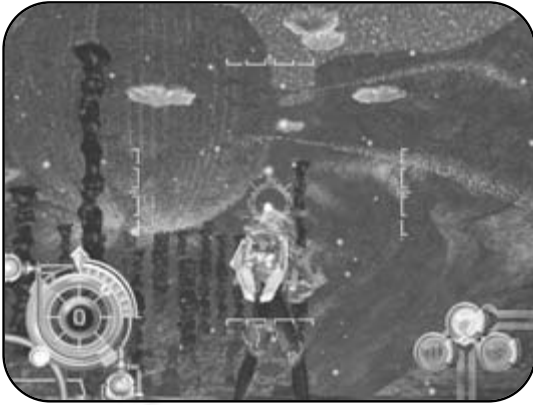


From the platform you land on, you should be able to target several enemies. Move your camera in all directions, locking on and destroying as many enemies as you can. Once you've cleared the immediate area, turn southeast until you see a platform in front of and slightly below you, near the green section of the wall. Jump onto that platform.





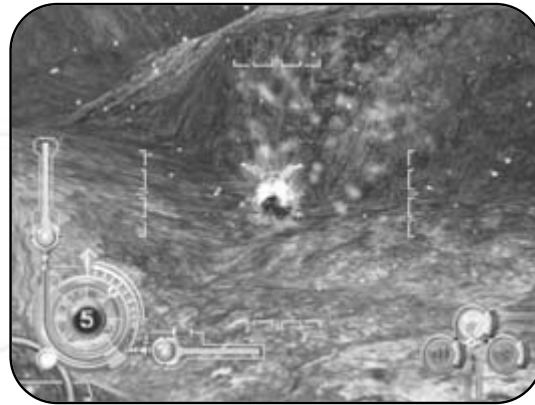
On the platform above you to the south is a Leavatain. Destroy it, then jump up onto the platform. More Leavatains dive-bomb you, so be prepared. Destroy the Borthors on the green wall to the south and jump onto the wall.



Keep the green wall to your right and follow it until you are in the southeast corner of the map. Face north to locate a distant platform holding two Muspells. If you have trouble locating the platform, look on your map for a yellow dot on a larger green dot. Fire at the Muspells (you're too far away to lock on) and destroy them.

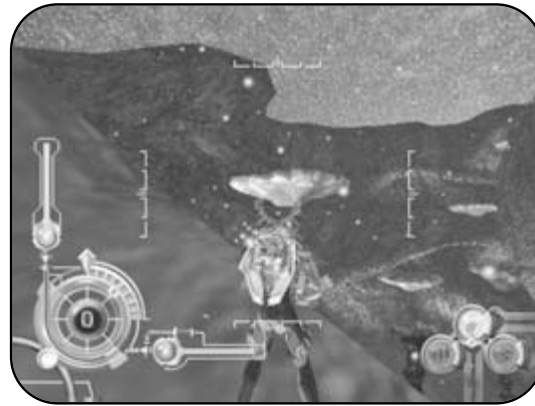


With the Muspells destroyed, jump onto the platform. Two Syns attack you. Take them out with your Heat Blaster or Matchstick Cannon. Several more are in the vicinity. Use your targeting lock-on and map to find and destroy them before proceeding.



After destroying the Syns, face northwest and Boost Jump across the level to a green wall. This takes you to Area 5.

## Area 5



Follow the green wall to the north, keeping it at your left shoulder, until you can't run along it anymore. You should be facing the northernmost platform in Area 5.



Boost Jump onto the platform. Turn and face southwest, then jump across the platforms in a counter-clockwise direction around the giant sphere in the middle of Area 5.

# Level Four

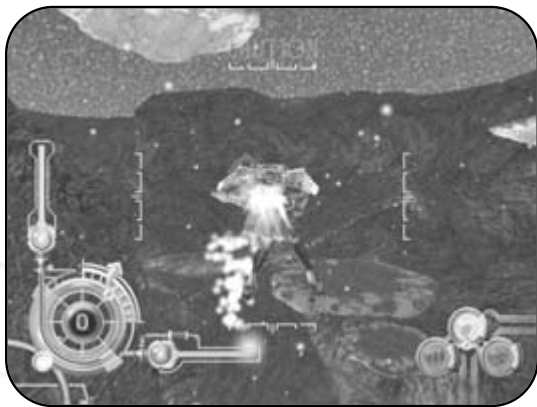




After jumping across a couple of platforms, you face a series of pillars that continues in a counter-clockwise direction around the giant sphere. Syns and Leavatains patrol these pillars. Take out as many as possible from the platform you're standing on.



Once the immediate area is clear of enemies, Boost Jump along the pillars, moving counter-clockwise around the sphere. Watch out for white tornadoes and other enemies.



After you pass a couple of pillars, you see platforms again. The first one falls when you land on it, so jump quickly to the next, continuing to move in a counter-clockwise direction around the large sphere.



On the fourth platform after the pillars, turn southeast to see a platform hovering above and in front of you. Jump onto this platform.



When you are safely on that platform, face northwest and Boost Jump onto the platform above and in front of you. If any Syns still patrol the perimeter of the large sphere, take them out from here, even if you can't lock on, or they prove to be a big problem. With the Syns destroyed, make one final long Boost Jump to the top of the large sphere to face the boss, Burtgang.

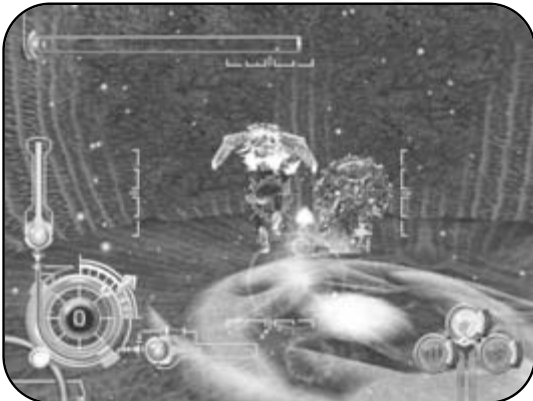
### **Boss Battle: Burtgang**





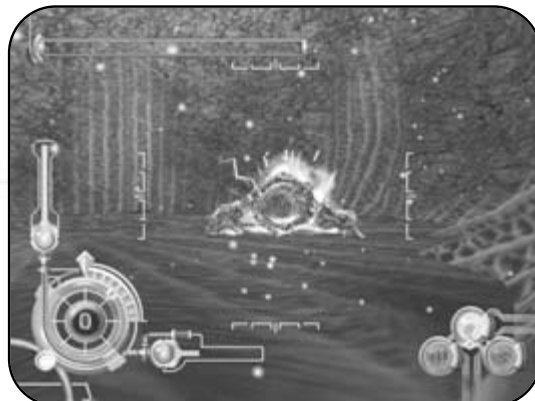
When descending into Burtgang's lair in the large sphere at the top of Naglfar's Pit 1, perform Boost Combos to power up your weapons and enter into a Mobius State.

### Burtgang's Attacks



Burtgang has several different attacks. It fires salvos of blue energy bolts, similar to those of Syns, in X-shaped patterns. It also shoots large horizontal blue energy waves and spinning blue energy disks shaped like saw blades. Side Boost or Boost Jump to avoid these. If you let Burtgang get too close, it charges at you.

### Burtgang's Weaknesses



Most of Burtgang's attacks are missile attacks, which you can dodge, Side Boost, or Boost Jump out of the way. Burtgang's upper body is protected by an impenetrable force field, but its lower body is vulnerable. Because you lock on its lower body, all you have to do is dodge its attacks and keep blasting until it falls.

If you are defeated while fighting Burtgang, you can face it again without having to play through the whole level. If you choose not to continue, however, you have to play the entire level over the next time you play *GUNVALKYRIE*.

## Level Four

### Level Five

#### Boss Battle: Nidhogg

- Mission:** Defeat the second boss, Nidhogg, and retrieve the black Halley Core from its body.
- Outline:** This battle takes place in a small ice cave with a very low ceiling, making it difficult for you to remain airborne.
- Enemy:** Nidhogg is the second Boss you face (not counting the mini-Boss, Burtgang, from the end of the previous mission) and is a fierce opponent. Dodge its attacks by Boosting to one side or the other, sneaking in shots from Kelly's Heat Blaster whenever you can.
- Caution:** Be wary of the low ceiling—it prevents you from mounting an aerial assault. Tackle Nidhogg by staying low and Boost Dashing along the ground.
- Available Characters:** Only Kelly is able to take on Nidhogg, because the fight requires quick movements and agility.



#### Nidhogg's Attacks





Nidhogg uses a variety of ice-based attacks, depending on your distance, and assaults you in one way or another. Nidhogg's attacks include ice spikes that protrude from the ground beneath you, spears of ice fired at you from a distance, and walls of massive ice spikes that drop on you from above (and remain there until you either destroy them or run into them). It also lunges and attacks you with its razor-sharp claws. Keep moving and dodging its frequent ice attacks, or Nidhogg cuts you down in short order.

## Nidhogg's Weaknesses



Nidhogg lacks a protective barrier or shield. Nidhogg has a ton of health, however, and its armor-like exterior stands a lot of punishment. You can fire on Nidhogg throughout the battle, but it takes several direct hits to wear it down.

Nidhogg's other weaknesses lie in its fairly predictable attacks. For example, when you see Nidhogg quickly spin around and envelop itself in bright light for a second, it's about to shoot ice spikes up beneath your feet. When Nidhogg leaps at you, it's going to strike at you with its right-side claw. Nidhogg's ice spears are usually fired either in a cluster formation (easy to avoid with a quick Boost Dash to one side), or in a backward-looking J-shaped formation. To avoid the latter attack, Boost Dash to the side with the vertical ice spears (usually the left).

## 2nd Gearskin Evolution (Kelly)

After you defeat Nidhogg, its body releases a Halley Core. Pick it up to evolve Kelly's Gearskin armor instantly to Level 2, increasing its attributes across the board. This also allows you to do the Meteor Crash and Vertical Meteor by using your Halley's Chosen Abilities while aloft.



## Level Six

After defeating Nidhogg, you have three options as to where to go next: Civilian Base 3, Naglfar's Pit 2, and Yggdrasill 1. Attempt these in any order.

### Civilian Base 3

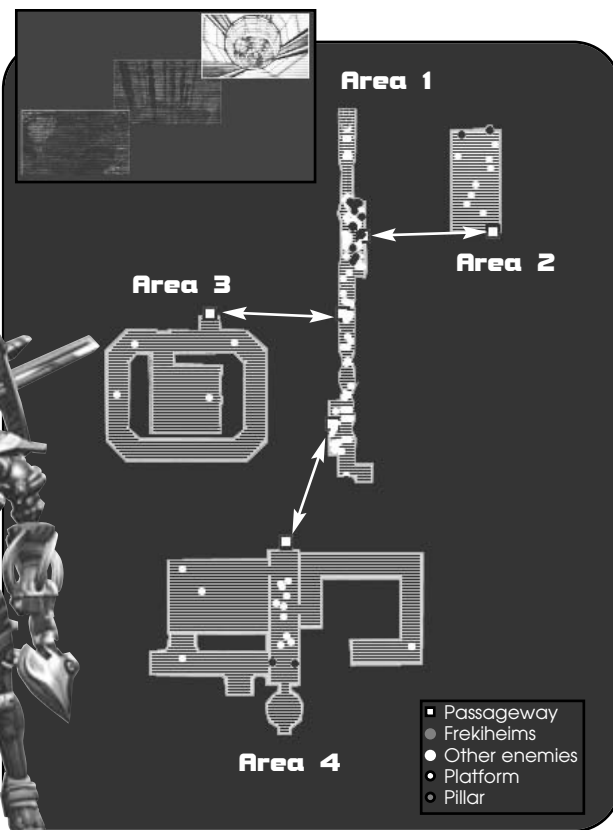
**Mission:** Retrieve Dr. Hebble's Research Documents within 25 minutes. The documents are deep within the area.

**Outline:** There is more area to explore in the shaft. Go to its bottom.

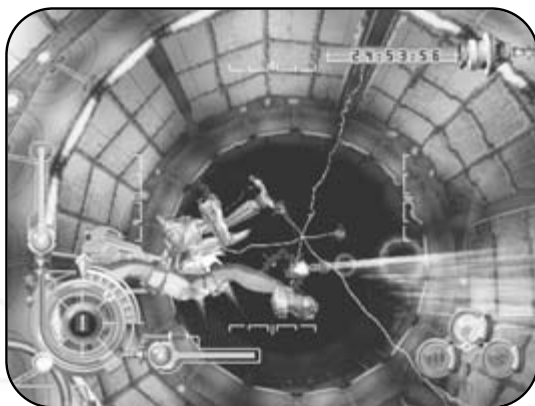
**Enemies:** Syns, Hugins, Vidohunirs, Frekiheims, Frekis, Hrists, Daihellm (mini-Boss)

**Caution:** You must make quick decisions. If you waste time, the clock expires and you fail. Killing enemies is the best way to rack up GVP quickly. Your Meteor Crash works well against Daihellm and other major enemies in the level.

**Available Characters:** Kelly, Saburouta



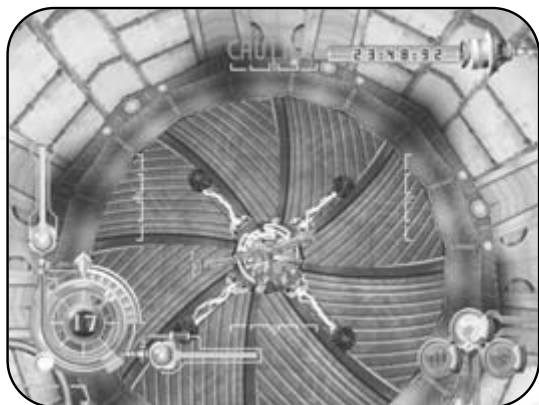
### From Insertion Point—Area 1



The insertion point puts you at the top of a deep vertical shaft. The map in Area 1 is configured to represent "up/down" movement, not "north/south" movement. From the insertion point, jump into the shaft and fall using Boost Combos and hovering.



The first enemies you encounter are Syns, shooting energy beams across the shaft. Take them out with the Heat Blaster or Matchstick Cannon as you descend.



After the Syns is a fairly long stretch with no enemies. Eventually, you find a Frekiheim and a few Vidohunirs above a Shutter. Destroy the enemies, target the Shutter Nodes, and destroy them to open the next section of the shaft.



The area below the first Shutter is crawling with enemies, including Vidohunirs and Frekiheims. Below the Shutter is the door to Area 2.

## Area 2



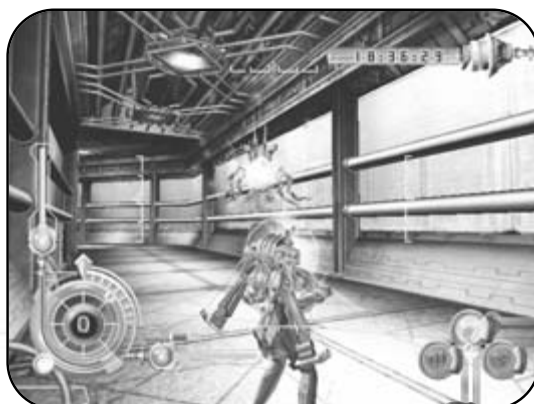
Area 2 is a small room full of Frekis and Frekiheims. Nothing in this room relates to your mission objectives, but get bonus points by taking out its enemies. Skip the area altogether or clear it quickly, then return to Area 1 and keep falling.

## Area 1



Continue down the shaft in Area 1, destroying enemies as you go. Most are Vidohunirs and Syns, with an occasional Hugin. The next door you come to, labeled on your map with a blue square, is the door to Area 3.

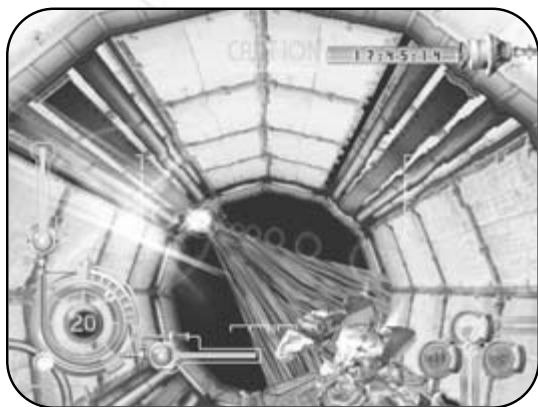
## Area 3



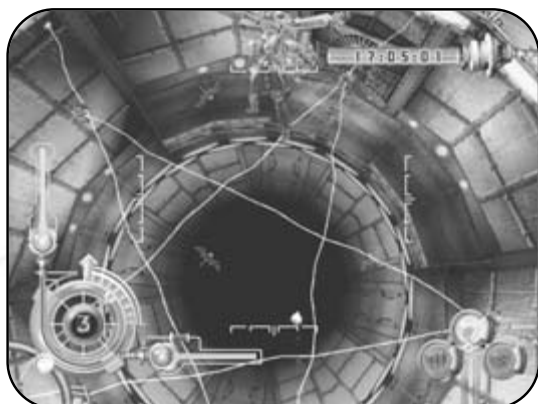
Area 3 has a corridor around a small, square room. Two Hugins and a couple of Hrists are in the area. Other than the enemies, which are good for a few bonus points, nothing is of interest here. Skip it if you wish. When you're done with it, return to Area 1 and keep dropping.



## Area 1

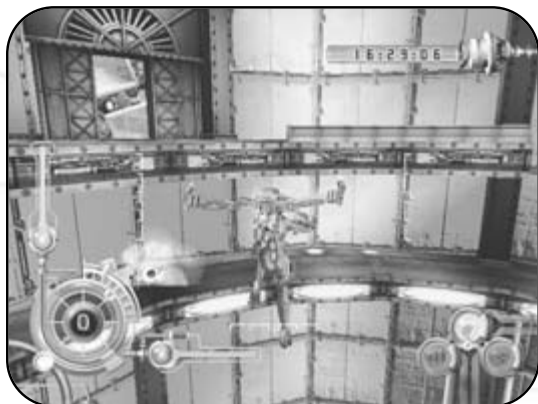


After entering (or avoiding) Area 3, continue Boosting down the shaft of Area 1, taking out Syms and Vidohunirs and racking up enough Boost Combos to put you into Mobius State. You come to another Shutter; target the Shutter Nodes to destroy it and open the next area of the shaft.



Fall farther until you reach another Shutter. Target the Shutter Nodes and destroy the Shutter. The door to Area 4 is below the Shutter, along with several Syms intent on destroying you.

## Halley Core



The Halley Core for the mission is on the platform above the door to Area 4.

## Area 4



To reach Area 4, go through the first door beyond the third Shutter, then through the first door below that one. Area 4 has four rooms: A central corridor ends in a spherical area, a larger room leads from it to the northwest, and two other corridors branch off from the main corridor to the southwest and northeast.



The central corridor is filled with Frekis, spawned by the two Frekiheims at the southern end. Destroy all the enemies in the corridor, then check out the other three rooms. Four Hugins inhabit the other rooms, and they pursue you through the walls. Defeated enemies are good for some bonus GVP at the end of the mission, but nothing else is of interest in Area 4. Return to Area 1 when you're done.



## Area 1—Boss Battle: Daihellm



Keep moving down the shaft in Area 1. Near the bottom, you come to another Shutter. Destroy it to continue to the bottom of Area 1, where you fight Daihellm again. It's the same Boss as in Level Three, so consult the "Level 3" section. The only difference between its first and second incarnations is that now you can shoot it only once from above after its health drops below half. With that warning, you have no trouble defeating it.

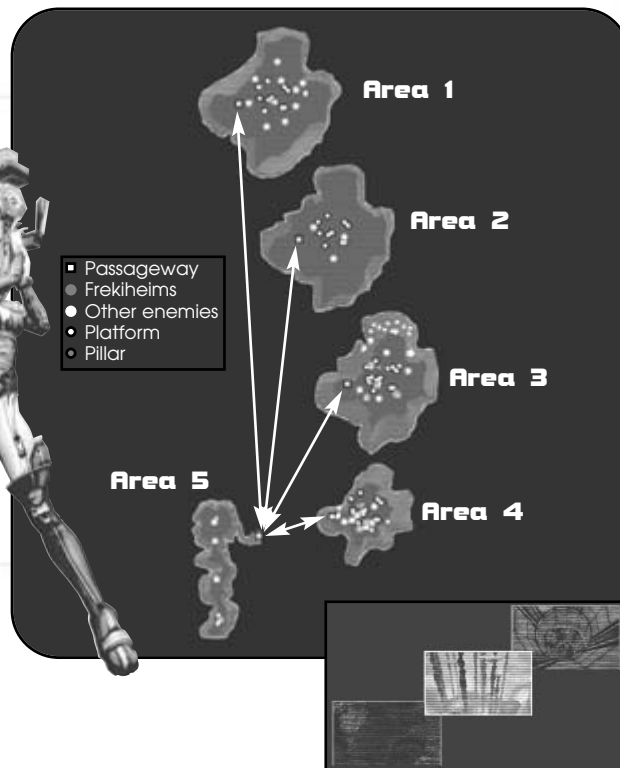


When Daihellm is defeated, a door opens. Enter it to find a capsule holding Dr. Hebble's Research Documents. Shoot the capsule to recover the documents and complete the mission. Lieutenant Poe files the documents in her report as Document A.

## Naglfar's Pit 2

- Mission:** Clear this area. Defeat all enemies.
- Outline:** An unexplored region of Tir na Nog's deadly Spore Swamps.
- Enemy:** Hrists, Leavatains, Aegirs, Muspells, Borthors
- Caution:** As with your last mission through the swamps, keep track of your own location. If you fall to the ground, regain altitude by using your Vertical Meteor attack to fly upward (while in the air, **R**+**A**), followed by simultaneously pushing in on **L** and **R**).

**Available Characters:** Kelly, Saburouta





## From Insertion Point



Start at the top of Naglfar's Pit 2, which is like Naglfar's Pit 1: a tall, deep pit with toxic water at the bottom and platforms and pillars scattered around. As in Naglfar's Pit 1, your map in this level is split into five areas, each representing a vertical segment of the entire level. As you move down, you enter new areas automatically.



Destroy all enemies, so consult your map frequently to wipe out all the enemies in an area before descending to the next area. This requires some precise Boosting. You Boost horizontally from platform to platform, dropping to the next area only after clearing the current one. This saves backtracking to the top to get enemies you missed on the way down.



Step-by-step strategies for this mission are difficult. Your enemies move around a great deal, and destroying them all is your one and only goal. Refer to your map constantly and keep an eye on the pulsing yellow dots; each represents an enemy. When the dots are all gone, the mission is over.

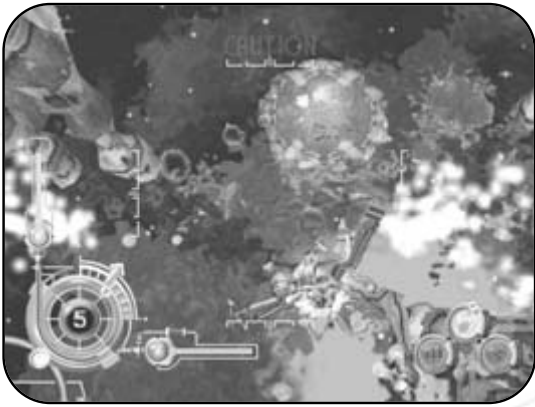
## The Enemies



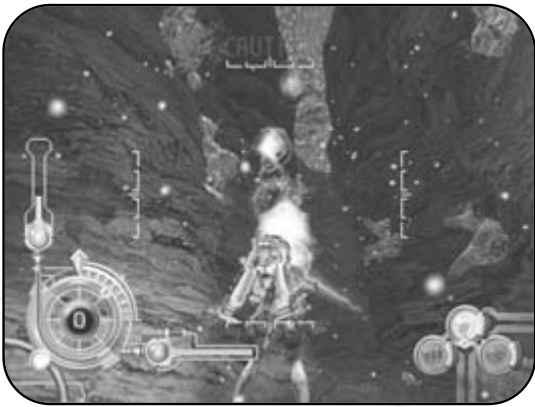
Areas 1 and 2 are full of Leavatains and Hrists. Area 3 has a slew of Muspells on the pillars and platforms, and Borthors on the northern wall of the pit for you to track and destroy. Area 4 has Aegirs in the swamp, as well as Hrists and Leavatains floating around, Muspells on the platforms, and Borthors on the northern walls.



Target the Leavatains first, because they pursue you and attack from above. Hrists are difficult to track, because they're small and fast. A high-pitched buzzing sound means one is near you—Boost immediately to dodge it, even if you don't see it. Borthors cling to the northern walls in Area 3 and 4.



Remember that the Muspells on the platforms of Area 3 detonate themselves if you get too close, so shoot them from a distance. The Aegirs in the swamp at the bottom of the level appear only if you get close to them. Lure them out and destroy them.



Once you clear Areas 1 through 4, enter the cave at the western side to reach Area 5, where you encounter Aegirs and Leavatains. If the mission does not end when you clear Area 5, you missed at least one enemy in the previous four Areas. Time to start backtracking....

## Halley Core



The Halley Core in this mission is in the center of the swamp, surrounded by tall pillars, at the bottom of Area 4. If you can Boost Combo around it, you can shoot its capsule to free it, then Boost near it to pick it up.

## Yggdrasill 1

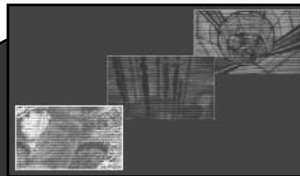
**Mission:** Destroy all of the enemies within 10 minutes and retrieve Dr. Hebble's Research Documents.

**Outline:** Dive into Tir na Nog's primary work shaft and make your way to the heart of Yggdrasill's nervous system.

**Enemies:** Hugins, Borthors, Hrists, Gungnirs

**Caution:** Use Plasma Hook targets and the glowing pink catapult platforms to reach areas that you cannot reach by Boosting. Use your Halley's Chosen Abilities to defeat your enemies more efficiently.

**Available Characters:** Kelly, Saburouta

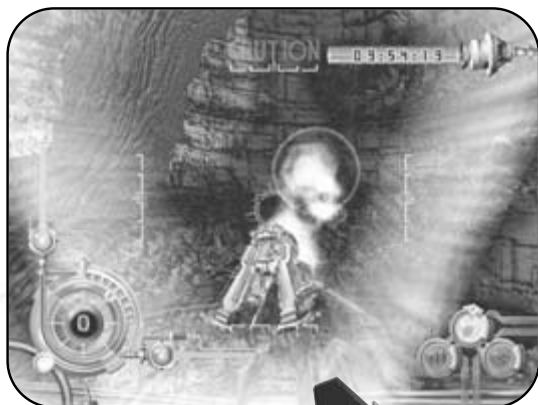


- Passageway
- Frekiheims
- Other enemies
- Platform
- Pillar

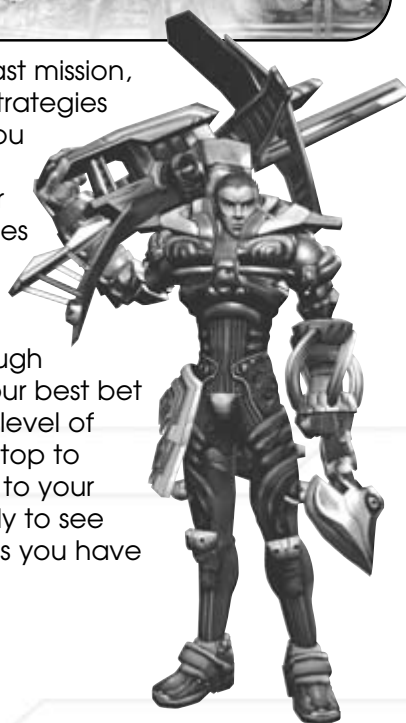
## From Insertion Point



The only area in this mission is the deep vertical shaft of Yggdrasill. Your insertion point places you three-quarters of the way up the shaft. Defeat all the enemies above you. Then go down—it's much easier to move down the shaft than to Boost back up it.



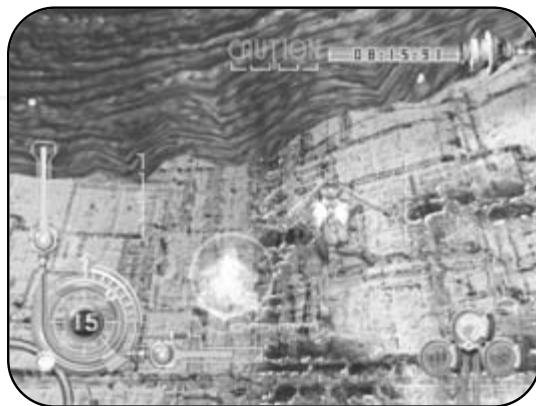
As in the last mission, step-by-step strategies are difficult. You should have mastered your Boosting abilities by now, and you need them all to navigate through this mission. Your best bet is to clear the level of enemies from top to bottom. Refer to your map frequently to see which enemies you have yet to destroy.



## Enemies



The first enemies you encounter from the insertion point are Hugins and Borthors. Borthors cling to the large twisting vine that runs through the middle of the shaft. They don't menace you, so focus on the Hugins first. As you move up the shaft, watch out for one of those energy tornadoes. It shows up as an enemy on the map but does not trigger your weapon's automatic lock-on feature. A couple of Hrists lurk at the very top of the shaft.



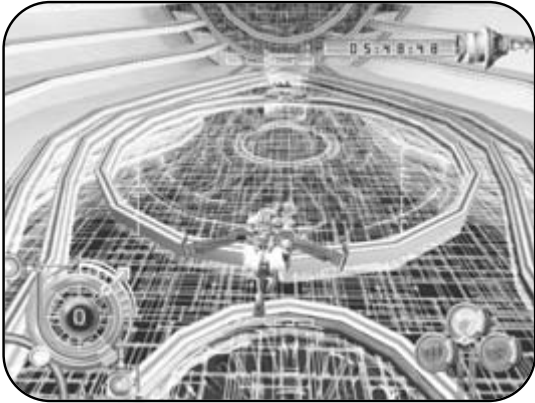
Moving past the insertion point brings you to more Hugins, several Gungnirs, and a few Hrists. Boost to avoid their attacks and take them out.





Near the bottom of the area are more Hugins, a couple of Frekiheims, and another energy tornado.

## Hebble's Documents



After you destroy all the enemies in this level, a door unlocks at the bottom, on the left side. Enter to find a capsule containing Dr. Hebble's Research Documents. Target and destroy the capsule to release the documents, then pick them up to complete the mission. These documents are filed as Document B in Poe's Reports.

## Halley Core



The Halley Core in this mission is on the right side of the map two-thirds of the way down the level. It sits on the large vine-like structure near the wall. Shoot its capsule to release it, and pick it up.



# Level Six



# Level Seven

## Boss Fight: Mimir

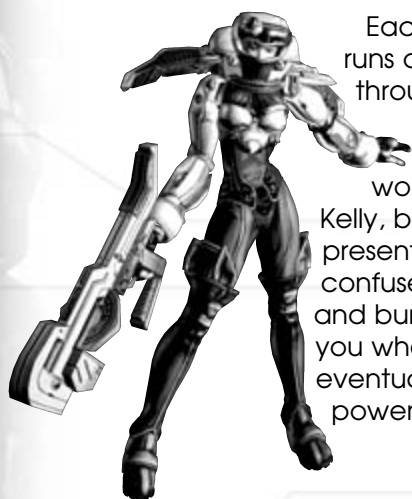
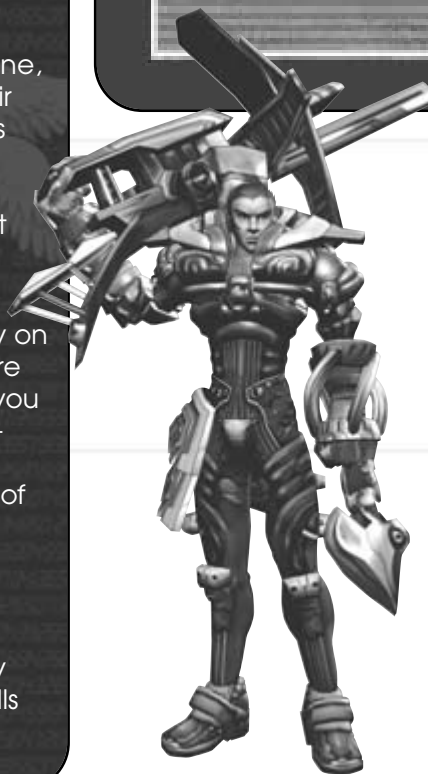
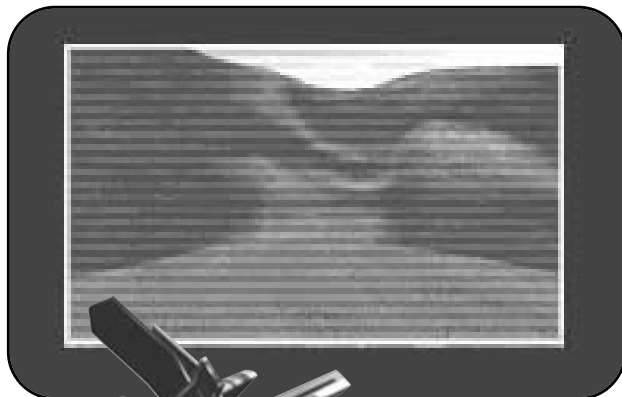
**Mission:** Defeat the four Mimir worms and retrieve the black Halley Core from the body of the last one.

**Outline:** The battlefield for this Boss fight is wide open with space for you to move around and perform chains of Boost Combos.

**Enemy:** This Boss is four bosses in one, each a huge, deadly Mimir worm. All four Mimir worms share a health bar (in the top left corner of the screen). The worms cannot be targeted when they are burrowing.

**Caution:** Watch your step, especially on the ground. Mimir worms are fast and can sense where you are, even if they are underground. Collect the black Halley Core from the body of the last worm you defeat.

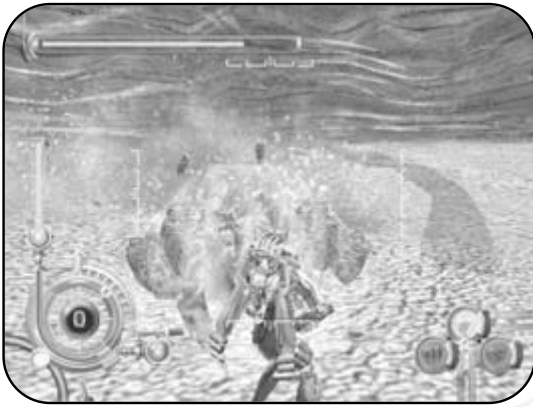
**Available Characters:** Kelly is the only character available for this mission, because speed and agility are the most important skills to have in battling Mimirs.



Each gigantic Mimir worm runs on its own pattern throughout the fight, but they must all be destroyed. One Mimir wouldn't be too difficult for Kelly, but the four Mimirs present a challenge. They confuse you with their speed and burrowing ability, blindside you when you stop to rest, and eventually destroy you with a powerful array of attacks.

## Mimir Attacks



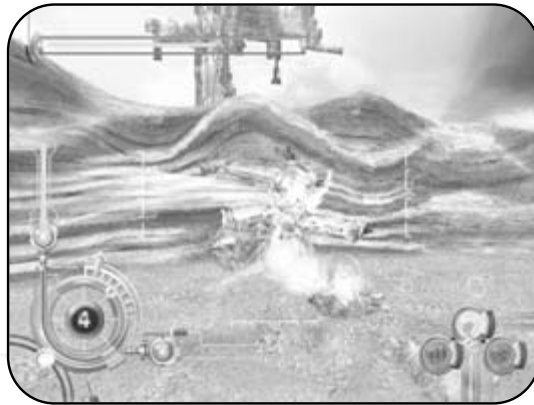


For the first half of the fight, Mimirs use one of three different moves or attacks, adding a fourth (Energy Beam) when they are severely wounded.

- \* **Burrowing Attack:** The most common attack for the majority of the fight, the Burrowing Attack is also a Mimir's main method of movement. Burrowing is a defensive move as well, because Mimirs are invulnerable while burrowing. This attack hits you if you're on or hovering above the ground. Stay high to avoid being hit by a burrowing Mimir.

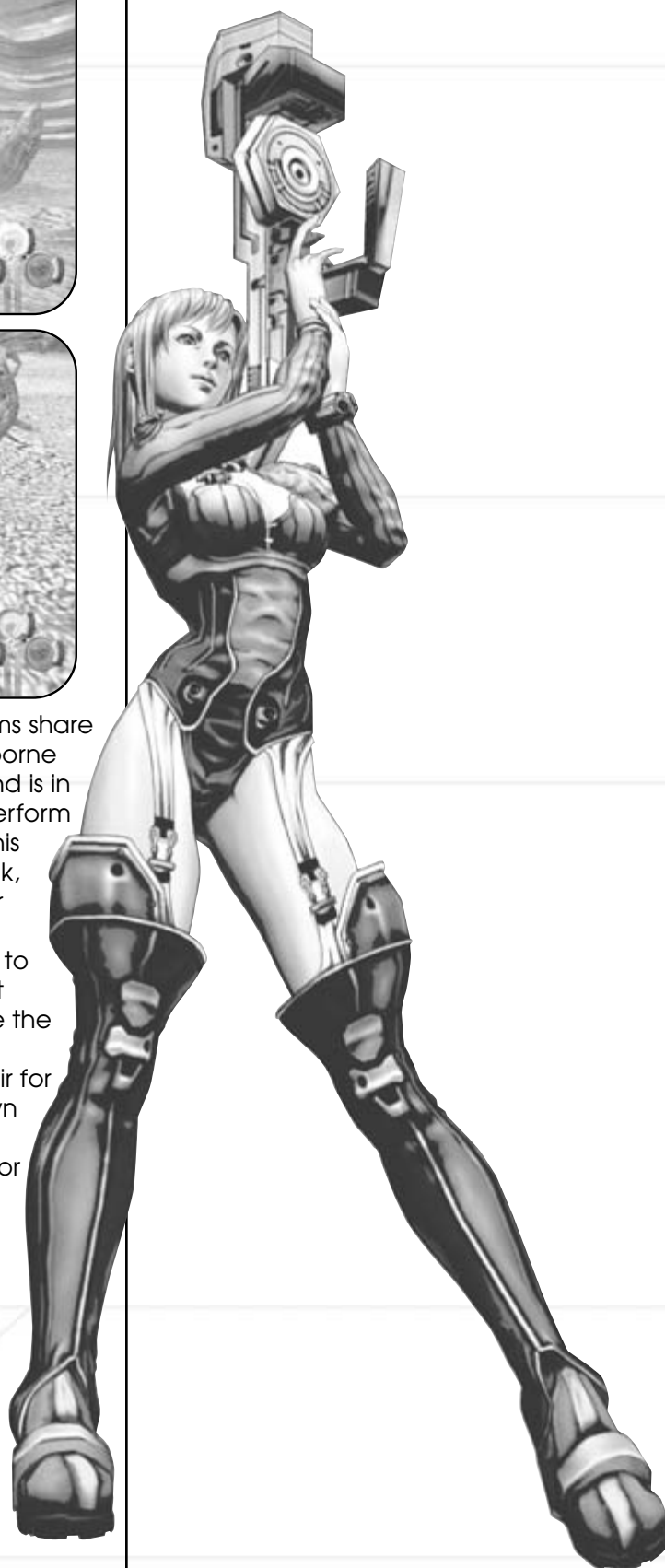
- **Spine Attack:** This attack is a Mimir's only means of knocking you out of the sky. To fire its heat-seeking spines at you, a worm must fully emerge from its underground burrowing state, allowing you to target and fire on it. Take full advantage of this short opportunity! The Mimir then launches several small spine-like projectiles from its back, which home in on you. These spines are an annoying complication, so shoot them down with your Heat Blaster.
- **Mimir Jump:** As the battle wears on, Mimirs become more agitated. They angrily launch themselves out of the ground and into the air, attempting to ram you with their bodies. A Mimir is most vulnerable when it jumps. Target it and hit it with everything you've got, especially Meteor Crashes.
- **Energy Beam:** When you've severely damaged a Mimir worm, it completely emerges from the ground and flips around, eventually landing on its stomach. The Mimir's head becomes targetable, so power up your Heat Blaster with some quick Boost Combos if you can. Once you're locked on, hit the worm with everything you've got—it's preparing to fire the Mimir Energy Beam. A few direct hits from your powered-up Heat Blaster destroys the Mimir. When you see green blood exploding from the worm, you've killed it. If you can't kill the worm before it fires, Boost Dash behind it to dodge the powerful Energy Beam.

## Mimir's Weaknesses





The main weakness all four Mimir worms share is their inability to deal with a fast, airborne opponent. An opponent on the ground is in their element, so stay in the air and perform Boost Combos throughout this fight. This nullifies their powerful Burrowing Attack, and also charges up your Heat Blaster and GV Fuel. If your Boost gauge runs low, perform a Vertical Meteor or two to gain altitude and recharge your Boost power. A few Boost Combos recharge the GV Fuel spent on the Vertical Meteor. Repeat this process to remain in the air for the entire fight. If you must touch down to recharge your Boost gauge, get back into the air as soon as you can, or a burrowing Mimir will run you down.





# Level Eight



The game's eighth level is three missions in one. You do not return to the Dolphin mothership between missions. You go from Yggdrasill 2 to the Boss fight against Svart to the final Boss fight against the ultimate life form—Ivaldi. You won't have a chance to purchase upgrades between these final missions, so buy a Reserve Fuel Cell upgrade and a Reserve Shield upgrade before starting the mission.

## Yggdrasill 2

### Mission:

Escape from the Void growing in the roots of Yggdrasill and return to the entrance at the top of the level.

### Outline:

Sensors indicate a growing darkness within Yggdrasill. The Void is chasing you. If this Black Comet catches you, it transports you to a fight with Daihellm before returning you to the beginning of Yggdrasill 2. Avoid all enemies that block your path, and get out of Yggdrasill.

### Enemies:

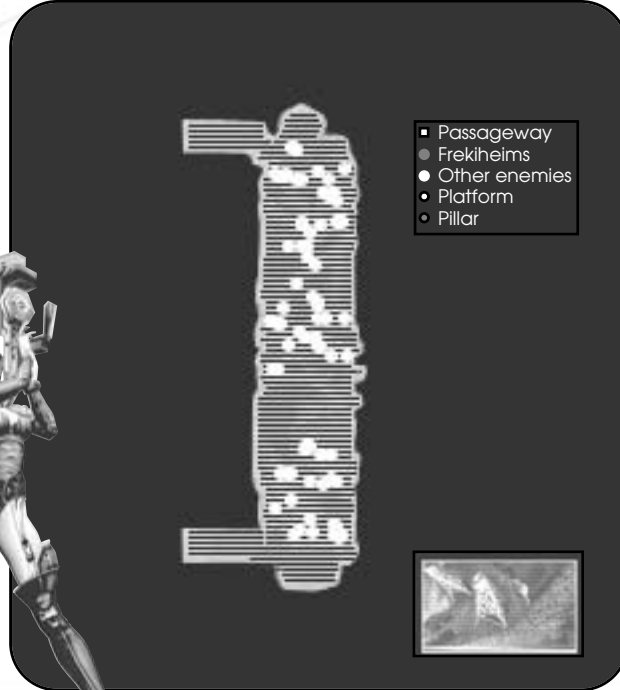
Hugins, Borthors, Hrists, Gungnirs, Leavatains, Syns, Vidohunirs

### Caution:

This is a difficult mission. Use your Boost Jump and Vertical Meteor to go up without falling. Keep an eye on your surroundings and avoid enemy attacks.

### Available

**Characters:** Because the mission requires high mobility, Kelly is the only character available.



## Level Eight

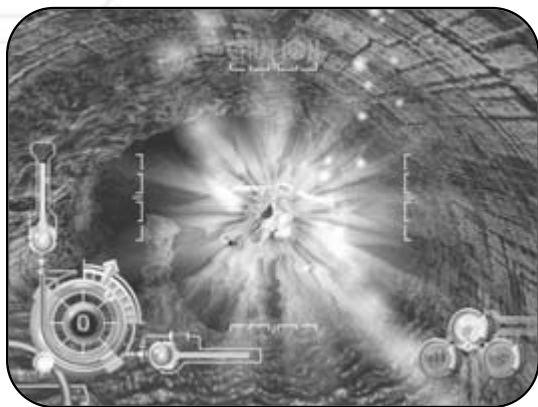
## From Insertion Point



Your objective in this level is to get from your insertion point at the bottom of the level to the exit at the top without falling into the Void that creeps from the floor of Yggdrasill 2.







Contrary to most missions, don't shoot every enemy you encounter. Destroy only the enemies you must get rid of. If you spend too much time shooting, the Void catches up with you. Also, because you don't return to the mothership before battling the final Boss, you won't get an opportunity to purchase Gearskin upgrades.



To reach the top, Boost Dash along the ledges that run up the sides of the level. When you reach the end of a section of ledge, Boost Jump into the air and perform several Vertical Meteors to gain more altitude. Execute Boost Combos to replenish your GV Fuel, and Boost up until you reach the next ledge. Your shield energy will be fully restored before you begin the battle against Svart, so don't worry if you take some pounding.

## Halley Core

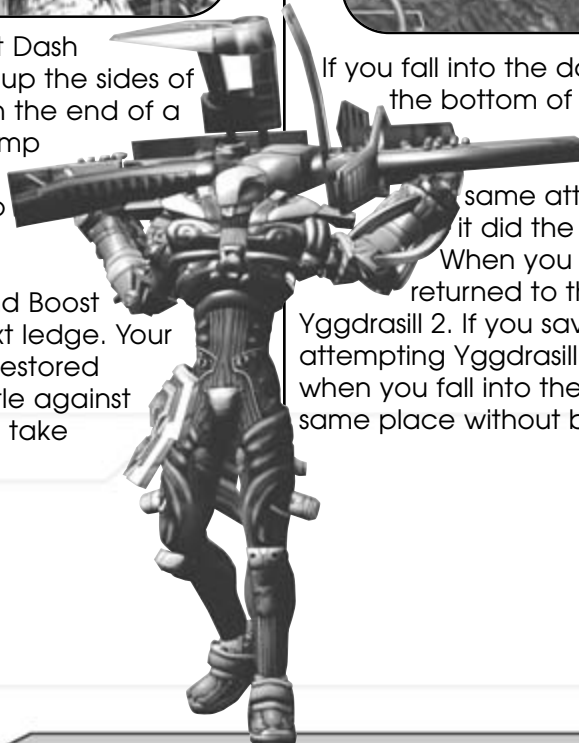


The Halley Core is on a ledge on the outer wall near the top of the level, four-fifths of the way up, on the right side of your map. Pick it up and go.

## Caught by the Void



If you fall into the dark Void that creeps from the bottom of the level, it transports you to a battle with Daihellm. It has the same attacks and weaknesses as it did the last times you fought it. When you defeat it, you are returned to the beginning of Yggdrasill 2. If you saved the game before attempting Yggdrasill 2, reload the game when you fall into the Void. You end up in the same place without battling Daihellm.





## Third Gearskin Evolution



If you collected all the Halley Cores to this point, and found the Halley Core in Yggdrasil 2, Kelly's Gearskin evolves to Level 3. Like the evolution to Level 2, this one enhances every aspect of the Gearskin's performance and gives you the power you need to take on Svart and Ivaldi.

## Boss Fight: Svart



After reaching the door at the top of Yggdrasil 2, Kelly is informed of a large life form lurking on the other side—the Boss creature, Svart. Svart is an enormous floating sphere with several large, tentacles protruding from its center. Svart possesses an impenetrable barrier that, while up, protects it from all attacks. Svart is a challenging opponent. You need all your skills to survive this battle.

## Svart's Attacks



Svart uses two methods of attack. Primarily, it spawns Svart Child Enemies, which move and attack similarly to Nidhogg, the Boss of Level Five. Three Heat Blaster hits destroy Svart Child Enemies, which also share Nidhogg's weakness in lacking any kind of shield. As the battle wears on, Svart spawns more Svart Child Enemies in each wave.

After you kill each wave of Svart Child Enemies, Svart switches into its second phase. It rotates, spinning its corkscrew-like tentacles faster. This is Svart's second type of attack. You must dodge its powerful extremities while firing on its main body. After a short time, Svart stops rotating and spawns more Svart Child Enemies.

# Level Eight

## Svart's Weaknesses



Svart's only weakness is in its protective barrier, which drops when Svart switches into its second attack mode.

When you kill a wave of Svart Child Enemies and Svart rotates, it drops its shields for a short time. This moment is your only chance to damage Svart, so hit it with everything you've got. Meteor Crashes and Vertical Meteors work well but are risky. If your attack fails, you could be too close to Svart, and it could damage you. If you're not comfortable with these attacks, use the Heat Blaster. If you perform enough Boost Combos during the waves of Svart Child Enemies to reach Mobius State, your Heat Blaster works against Svart.

## Final Boss Fight: Ivaldi



After you defeat Svart, a cutscene plays. It shows the birth and evolution of Ivaldi, Hebble's creation. When the cutscene finishes, you enter combat with Ivaldi. Your shield and GV Fuel meters are fully refueled.

## Ivaldi's Void States





Ivaldi starts the battle in the first of its three Void States. In a Void State, you cannot target it and it is immune to both the Heat Blaster and the Drive Gun. To damage Ivaldi, force it to drop out of all three of its Void States. Attack Ivaldi with a Meteor Crash.



Each time you successfully connect with this attack, Ivaldi drops to the next lowest Void State. Ivaldi's current Void State is indicated by a colored aura that surrounds its head. From highest to lowest, Ivaldi's three Void States are blue, yellow, and red.

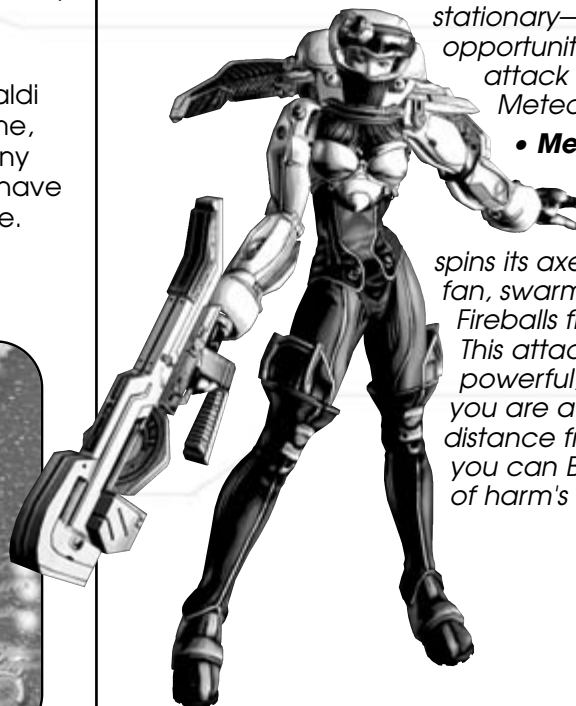
After you hit Ivaldi in its red Void State, Ivaldi drops out of all Void States. For a short time, you can target it and it is vulnerable to any attack. Unload on it with everything you have before Ivaldi returns to the blue Void State.

## Ivaldi's Attacks



Ivaldi has several attacks, some worse than others. Take all Ivaldi's attacks seriously. Avoid them.

- **Axe Spin:** Ivaldi spins in place, swinging its axe at incredible speed. This is one of the few times Ivaldi is stationary—a good opportunity to attack with a Meteor Crash.

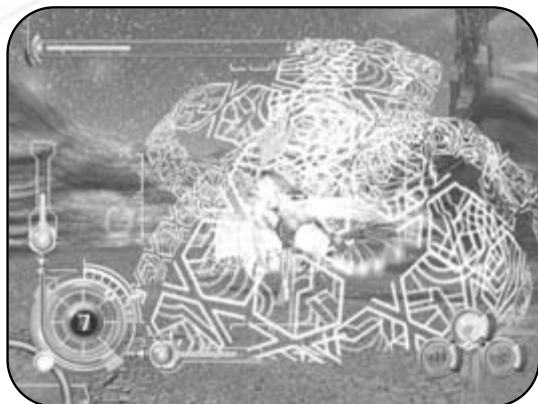


- **Meteor Swarm:**

When Ivaldi spins its axe like a fan, swarms of Fireballs fly at you. This attack is powerful, but if you are a good distance from Ivaldi you can Boost out of harm's way.



- **Music of the Spheres:** Ivaldi summons power and unleashes several blue Energy Beams, which home in on you. This is one of Ivaldi's most powerful attacks; dodge it. Unless you Boost out of the way, the attack hits you, and you are paralyzed for a short time. Use your Vertical Boost or GV Napalm to free yourself from the paralyzing energy. Any blue Energy Beams that miss you turn into large Spheres that remain on the battlefield. If you run into one of these Spheres, you suffer the same damage and paralysis that the blue Energy Beams inflict. If you are close to Ivaldi when the Spheres hit and paralyze you, Ivaldi chain attacks, causing critical damage, until you move safely out of range.



After you take off two-thirds of Ivaldi's health (represented by the red bar at the top left of the screen), Ivaldi executes the following attacks:

- **Axe Throw:** Ivaldi hurls its axe at you. The axe spins and flies like a boomerang, eventually returning to Ivaldi. Keep yourself at a moderate distance for the best chance to dodge the spinning blade, and don't close in until it returns to Ivaldi. If you rush in immediately after dodging the axe's outward flight, the axe may strike you as it makes its return trip.

- **Final Sphere:** This is a short-range attack in which Ivaldi summons a large protective sphere around itself. If you're too close, it charges in to ram you. Stay back and fire on Ivaldi from a distance until the protective sphere disappears.



## Ivaldi's Weaknesses

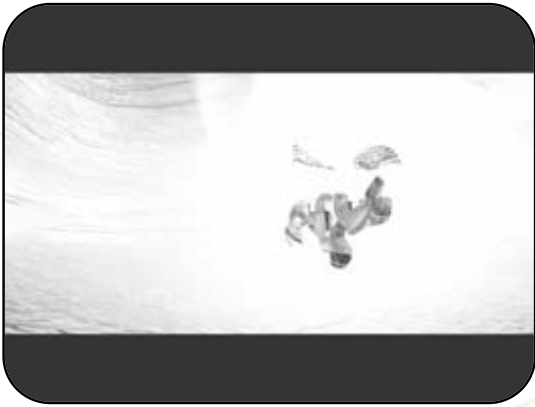
Ivaldi is the final Boss, and has no weaknesses. To hurt Ivaldi, Meteor Crash into its body until you force it to drop out of all Void States.

After you knock Ivaldi out of the red Void State, you can target it and it is vulnerable to all attacks. Hit Ivaldi with everything you have until it returns to the blue Void State. Repeat until you take down Ivaldi.





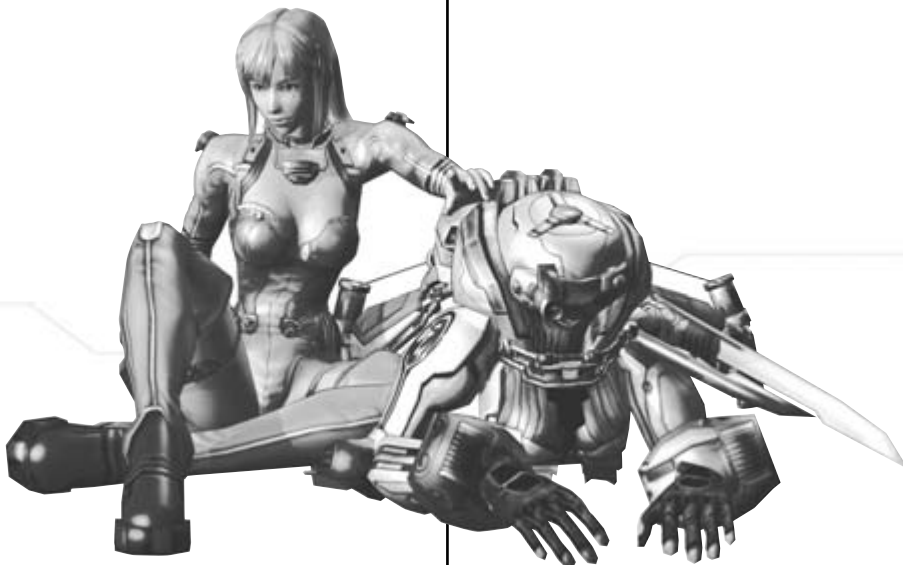
## Level Eight



### The End

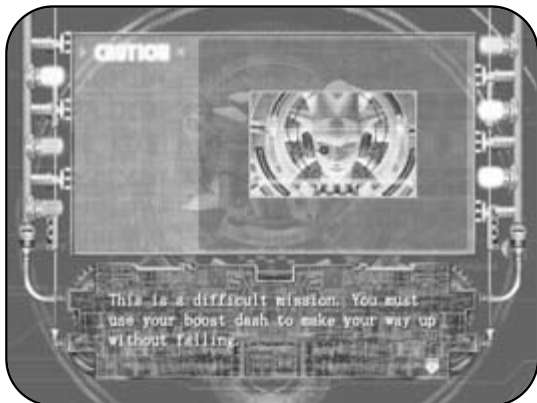
The game ends with a cutscene showing Ivaldi's demise, followed by Kelly showing off in her Gearskin. The credits roll, and the game is over. Congratulations!

Now that you have completed the game, Challenge Mode is available from the title screen.



## Poe's Reports

### Meridian Poe



The only daughter of Dr. Hebble Gate, Lt. Meridian Poe was the first victim of her father's growing madness. Hebble surgically removed his daughter's head and kept it alive in a special life-support system he designed. Then he vanished, taking her body with him.

Poe, now 27 years old, has risen through the GV ranks and supports the GV Dolphin Team from their ship orbiting Tir na Nog. With the intelligence information she gathers about her estranged father, she hopes to exact revenge (or at least an explanation for his actions).

After you successfully complete each mission, Poe files a report you can read by selecting Poe's Reports from the Main Menu. These reports fill in the many blanks of Dr. Hebble Gate's disappearance and dementia. Poe never refers to him as "father" in the reports, although it's not clear if that's a sign of professionalism or of a thirst for vengeance.

### Poe's Reports, Volume 1

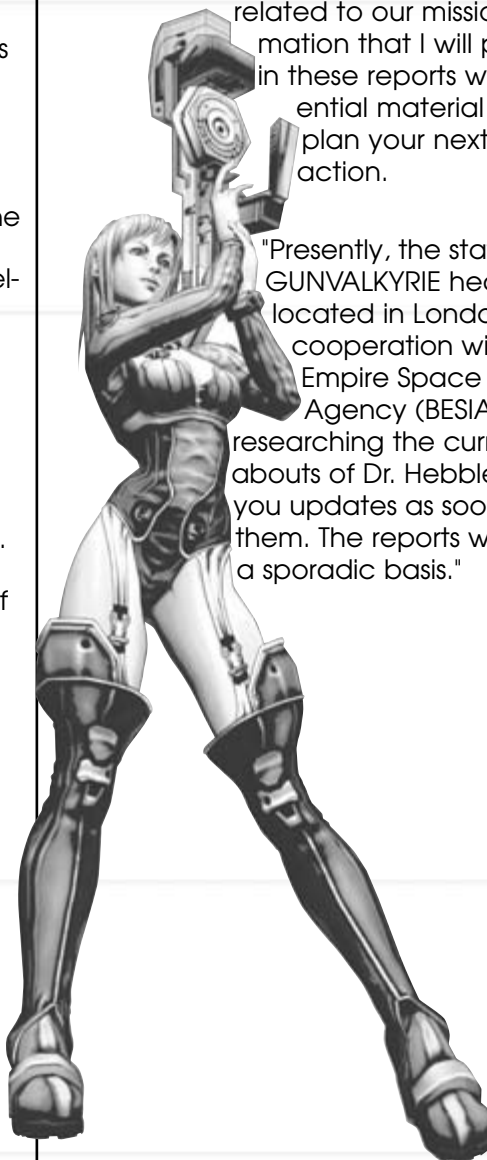


(Poe files this report at the beginning of the game, before the first mission).

"According to my sensors, Tir na Nog is currently in the middle of a rainy season, which would explain the excessive presence of water spores in the atmosphere. Unfortunately, the spores cause large amounts of radio interference. This prevents data transfer of any large quantity, especially audio data. Radio correspondence will be unreliable due to the current conditions.

"Therefore, rather than sending radio transmissions, I will send you intermittent reports to keep you updated on pertinent information related to our mission. The information that I will provide you in these reports will be referential material to help you plan your next course of action.

"Presently, the staff at GUNVALKYRIE headquarters located in Londonderry, in cooperation with the British Empire Space Intelligence Agency (BESIA), is researching the current whereabouts of Dr. Hebble. I will send you updates as soon as I receive them. The reports will be sent on a sporadic basis."



## Poe's Reports, Volume 2



(Poe files this report after you complete Valley 2).

"I have forwarded you an excerpt from an article on Hebble technology, written just before Dr. Hebble's disappearance. The source of the article is a popular science magazine by the name of 'St. Veronica's Garden,' the world's leading source for rumors and inside information on modern scientific issues.

"You must remember that, however intriguing this may appear, this article is merely the observations of a single person, and may be no more than mere conjecture. Interestingly enough, the issue of the magazine that featured this article was quickly pulled from the newsstands, due to pressure from BESIA.

"However, I feel the need to remind you that articles such as this are rarely ever accurate. They often gather their information from unreliable sources, and make ill-informed opinions and hypotheses based on unproven statements.

"Coincidentally, the timing of this article's release, the link between the information provided in the article, and the suspicious disappearance of Dr. Hebble seemed altogether uncanny. Regardless, I suspect that this article might provide some insight as to why Dr. Hebble committed the horrible atrocities on the unsuspecting colonists of Tir na Nog.

"Here is the excerpt from the article."

*...Technocrats close to Dr. Hebble revealed that "his research was about more than advancing the cause of science." Over time, the focus of Hebble's research seemed to shift from the concrete advances of his Hebble Technologies to something more nebulous.*

*All indications point to the fact that he was researching a mystery that no scientist, psychologist, or theologian has been able to accurately unravel to this day: the secrets of the human body and mind. While biologists today hold the pieces of the puzzle, no scientist has been able to make the pieces fit into one coherent picture.*

*If a scientist as accomplished as Dr. Hebble places as much effort into this new research as he did with his research in developing Hebble Technology, then who knows what secrets will be uncovered?*

*"The last I had heard from Hebble, he was apparently struggling to decide whether he wanted to become a physician or a Zen Buddhist monk. He felt that he could master either the human body, or the human mind, but not both," stated a fellow associate of Dr. Hebble.*

*The question posed to the reader is: Why would any man risk losing his reputation, his prestige in the field of science, his life's work to pursue a completely unrelated field? If Hebble's new research fails, or the results are anything less than revolutionary, his record of outstanding scientific achievement would be tarnished forever!*

*Dr. Hebble Gate, a man called a "living God" by many, would be displaced from the pinnacle of his profession, his name a black mark in the annals of science.*

*According to other sources, Dr. Hebble has frequently attended private seminars held by the International Biological Institute. He has been seen exchanging information and research notes with some of the world's foremost researchers in biological studies.*

*There have also been rumors that even Monsieur Louis Pasteur, whose research in molecular biology and gene splicing ushered in a new era of genetic cloning, has ties to Dr. Hebble's latest project.*



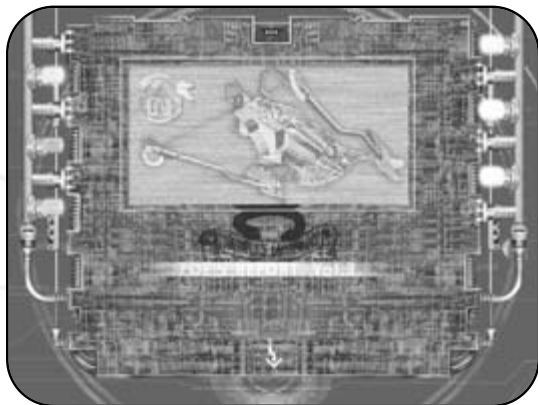
*Monsieur Pasteur has denied the 'Scientific Examiner' an interview, but he has released an official statement saying that he had "no relationship, personal or professional, with Dr. Hebble Gate whatsoever."*

*Perhaps, when you take into consideration the caliber and specialties of the scientists involved in these private seminars, and after having looked over scattered notes that have been provided to us from anonymous sources, Hebble may be at the verge of another breakthrough, or perhaps an unmitigated disaster! And knowing that, it is apparent why these scientists would rather not divulge any information on their relationships to Dr. Hebble.*

*Although the exact focus of Dr. Hebble's new research remains unclear, controversial words appear in notes written by the doctor himself. Phrases such as "gene food," "the origins of the universe," "immortality," "the creation of life," and the like, teeter back and forth on the fine line between scientific curiosity and outright heresy.*

*But what do all these words imply? More so than chemistry, physics, or even philosophy...these words indicate a descent into superstition, myth, and even the occult. Perhaps his intentions may be darker than first thought. Or perhaps he is tampering with the unpopular notion of metaphysics, shunned by many of his colleagues.*

## Poe's Reports, Volume 3



(Poe files this report after you complete Civilian Base 1).

"From the time of Hebble's disappearance, up to the unspeakable transformation of the Tir na Nog colonists, we have been unable to trace the whereabouts of Dr. Hebble. Needless to say, Hebble's disappearance has been sensationalized by the media and has stirred up numerous 'Hebble sightings' from around the world.

"Of course, the vast majority of the reports were cases of mistaken identity. However, in many instances, witnesses repeatedly described unbelievable accounts of Dr. Hebble transforming into an almost gaseous, comet-like form (similar to Halley's Comet, as several people stated) immediately prior to vanishing, and leaving behind an eerie streak of what can only be described as 'anti-matter,' almost black in color.

"Since it is common knowledge that Dr. Hebble is a founding member of GUNVALKYRIE and is also one of 'Halley's Chosen,' I am sure that the memories of many eye witnesses have been distorted by these factors to create fantasy out of fact.

"Nevertheless, our Londonderry headquarters is taking these reports into consideration. Headquarters is also studying the possibility that Hebble may commit even further atrocities, as he seems, if eye witness testimonies are indeed accurate, to be gaining an increasing amount of control over his new Halley abilities.

"We must be aware that the planet of Tir na Nog, and possibly all of human civilization, may be in danger. I advise you to proceed with caution during any possible encounter with Dr. Hebble."





## Poe's Reports, Volume 4



(Poe files this report after you defeat Daihellm).

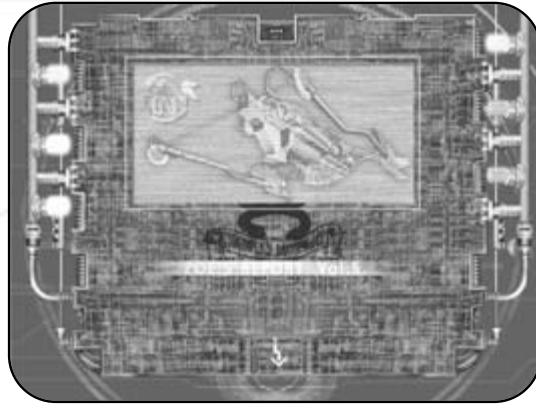
"A large cache of Hebble's research files has been discovered on colonial planet T34, also known as Valhalla. Investigators believe that Dr. Hebble visited this desert planet recently and may have even resided there until his departure for Tir na Nog.

"GUNVALKYRIE agents are now in the process of studying the files, but it may take awhile. The files contain an enormous amount of electronic data. According to our investigative unit, the accumulated research notes, memos, and assorted files are in complete disarray.

"In some cases they are even written in code, or scribbled on various scraps of paper. Therefore, little progress has been made in organizing the contents into any sort of coherent order, let alone deciphering the intent of Hebble's designs. However, Londonderry HQ now supports at least one theory, validated by the contents of the files.

"In short, we believe that while Dr. Hebble wields tremendous power enhanced by incredibly advanced technology...technology mankind has never seen the likes of...he is far too unstable an individual to be trusted to use that power for the benefit of humanity. I will report to you as soon as I receive any more updates on this situation."

## Poe's Reports, Volume 5



(Poe files this report after you clear Naglfar's Pit 1 and defeat Burtgang).

"I have just received an excerpt from one of Hebble's Valhalla research files.

*I must consider the possibility that my mind is breaking down. Sadly, I've come to the conclusion that my human senses of perception are simply inadequate to the task of fully conceptualizing the discoveries I have ripped from the ether of Zero Space.*

*Where I once saw humans with free will, I now see the mindless, silent droning of ants under a magnifying glass. Where I once saw my daughter, I now see a poorly programmed mass of tissue and organ, held together by fallible emotion and instinct. I perceive the human race as a herd of wild swine gallivanting mindlessly in the streets.*

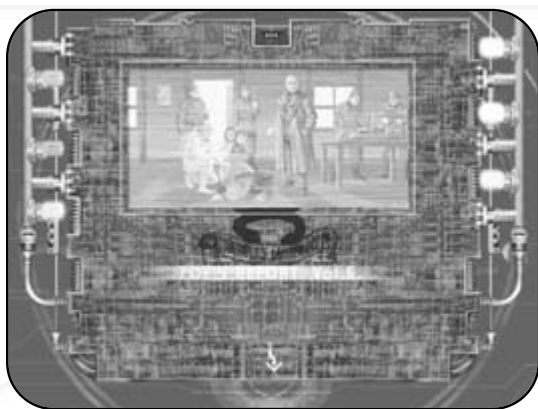
*I imagine that in the pathetically narrow perceptions of humanity, the Angels and the Devils have begun to cavort through the cosmos hand in hand. The world is being torn apart in my mind, and all has fallen into utter Chaos.*

*I can no longer hold allegiance to the inadequate concepts of ambition, idealism, hypocrisy, and evil, or responsibility and duty. I feel like a newborn child, exploring and touching each concept as if for the very first time. The enormity of my enlightenment has begun to overwhelm me.*

*I could leave everything behind and run away from it all, but I choose to see this through to the end. It is too late to turn back now. I am missing many things to complete it...I lack the time and the resources...many odds and ends...all that is left to do is create what I am lacking.*

"Our agents still have no links between these notes and the transformation of the Tir na Nog colonists. On a side note, the officials of Londonderry have sought to prosecute Dr. Hebble to the fullest extent of the law, should he be captured."

## Poe's Reports, Volume 6



(Poe files this report after you defeat Nidhogg).

"On Valhalla, our agents have found a corpse with characteristics matching those of Dr. Hebble. The corpse was severely decayed, so they have had to perform DNA tests to verify the identity, and the tests came back a positive match.

"One of the researchers stationed on Valhalla has been taken into custody by agents of BESIA. Investigators believe he may have murdered Dr. Hebble. According to the suspect's testimony, Dr. Hebble approached the man several times with the following request: He wanted the suspect to end Hebble's life. Apparently, he convinced the suspect to perform the act by promising him an undisclosed, but possibly substantial, amount of money.

"The suspect theorized that Dr. Hebble, a nameless yet vaguely familiar countenance, was an individual in dire straits, whose sole last wish was to bequeath the inheritance of a life insurance policy on any individual that would end his life, thus freeing him from debt. The suspect adamantly professes his innocence as to any wrongdoing.

"At the moment, HQ and baffled members of the British Government are leading the investigation to reveal the possible connection between the mysterious tragedies on Tir na Nog, Dr. Hebble's disappearance, and his apparent demise. I urge you to expedite your investigation. HQ is getting anxious for any details that we might be able to uncover on Tir na Nog."

## Poe's Reports, Volume 7



(Poe files this report after you complete Yddgrasill 1).

"Our agents have discovered near the Tir na Nog colony the wreckage of the ship that Dr. Hebble was suspected to have used in connection with his disappearance, the H.M.S. *Scapa Flow*. It seems that they have also discovered pieces of decayed flesh near the crash site. Genetic testing confirms that the flesh did indeed belong to Dr. Hebble.

"It has yet to be confirmed whether or not the flesh found near Tir na Nog came from the corpse found at Valhalla. Regardless of the result, the presence of the corpse at Valhalla, as well as the flesh samples found on Tir na Nog, offer nothing more than more mysteries.



"GUNVALKYRIE investigators are beginning to understand the similarities between the information contained within the Valhalla reports and the colonists' transformation. Researchers examining the Halley Core samples found on Tir na Nog have found that

not only do the samples contain the colonists' DNA, but the Cores contain unidentifiable protein chains and enzymes that somehow amplify the power levels of the Cores themselves.



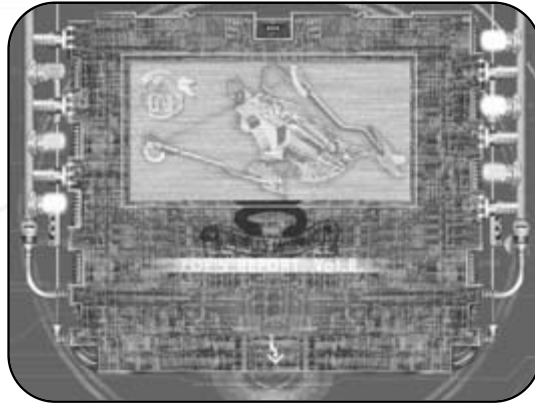
"This new genetic coding appears to be an engineered modification that replicates and possibly surpasses the abilities that, until now, have only manifested themselves in 'Halley's Chosen' DNA.

"If you take into account this new knowledge, and compare it with the Valhalla reports, Hebble's ravings actually begin to make some sort of sense. The secrets of Dr. Hebble's visions of 'immortality,' 'gene food,' 'the origins of the universe,' and 'the creation of life' may be beyond sane comprehension, but the molecular structure of these unique Cores leads us to believe that Hebble had perhaps transformed the Tir na Nog colonists in an experiment to create an entirely new species of life.

"He wanted to create a race of Proto-humans with abilities far greater than any of 'Halley's Chosen.' Supposing this theory is correct, Dr. Hebble was completely capable of carrying out his plan on a massive scale. He may have had benevolent intentions at first, but we can only assume he descended into madness while pursuing his goal. We can only wonder what would have happened had he succeeded.

"One last note: If Dr. Hebble mastered the ability to engineer his own and other's DNA, is it possible that the bodies we have discovered are not actually his? This matter will require further investigation."

## Poe's Reports, Volume 8



(Poe files this report after you defeat Mimir; the "aforementioned document" she refers to is Document B, found here).

"Judging by the contents of the aforementioned document, Dr. Hebble was walking a very fine line between sanity and madness. Now that the Yggdrasill Hyperspace Catapult has been disabled, and all immediate threats dealt with, we can begin the process of rebuilding. However, I still feel we have a ways to go before we can wrap up the immediate investigation.

"The fact that Hebble left this document behind, combined with the bizarre nature of the Yggdrasill break-in, leads me to believe that there may be some important clues hidden in the Catapult Complex itself. Taking this into consideration, GUNVALKYRIE HQ and His Majesty's government have sent us the following directive:

"GUNVALKYRIE COMMAND SHIP DOLPHIN:

"You are hereby ordered to cease your pursuit of Dr. Hebble on Tir na Nog and pursue the thorough investigation of the Yggdrasill Complex."

"We have just received word that the supply ship *Lionheart* was dispatched from the Royal Spaceport at Valhalla, and we expect the ship to enter the Tir na Nog system in a few hours. In accordance with our directives, Agent Saburouta will return to the Dolphin to refuel and receive Gearskin maintenance. In the meantime, Kelly will continue the investigation of Yggdrasill.



"As soon as Saburouta completes his assignment, Kelly will return to the Dolphin to refuel. I'll contact the Intelligence Bureau in Londonderry and request that they analyze Dr. Hebble's research papers—especially those with references to Ivaldi."

## Document A



(These are Hebble's notes, found at the end of Civilian Base 3).

"I couldn't have planned it better myself. It's as if fate itself were working with me. Every variable in my equations is perfect, from the size of the colony base to the actual number of colonists.

"Now only one worrisome variable remains between myself and my goal: Will the Halley Cores, when integrated with the Yggdrasill's space-defying catapult functions, be compatible with the energy I used to construct Ivaldi? Once I've solved this part of the Grand Equation, nothing will stand in my way. Once I've passed over, I can commence with my experiments on Zero Space...but there simply isn't enough time!

"Of course, I planned for some variance in the waveform, but how long can it remain stable? All this worry would be pointless if I could just reverse the process, but I've no reassurance that the waveform will remain in its original state. I'll just have to plan around it. I must...eat more.

"Oh, God. The transformation has passed. It felt much longer this time. I'm...sorry. I feel better. Is this what I want? I toss and turn, I'll bring them through, there's one, two, three, I can't see anymore for the darkness now...."

## Document B



(These are Hebble's notes, found at the end of Yggdrasill 1).

"North, south, east, west. There's two of us. Pens are fun. Paper is fun. I like the ball. Everything is so fun. I write stuff and it becomes true. Weird. Like a storm.

"Hey. Looky. Bird.

"The first word is the best one. H, I, J, K, L, M, N, O, P. A, B, C, D, E, F-I-R-E, fire, go away from the fire. Munch, munch. Yum, yum. Ready to go away. Bye-bye.

"Daughter. Meat. Bring all the junk and go up to the sky and mess everything up.

"Finished. Yesterday, 124 had a big tummy in the valley. There's dark. The dark that was born when Mercury was looking. So, so weird."

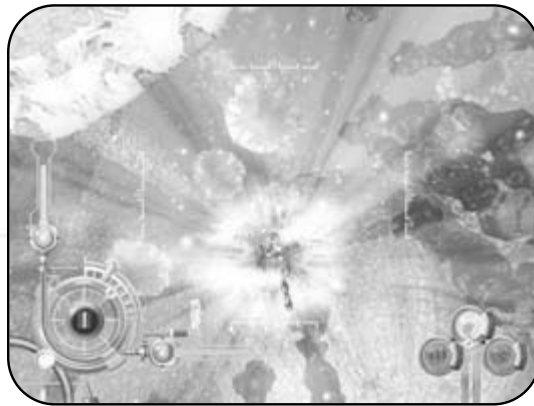
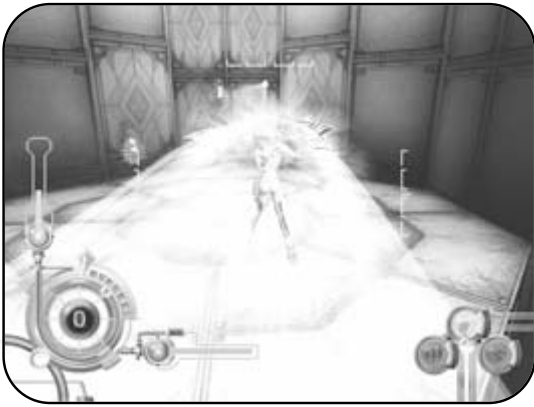




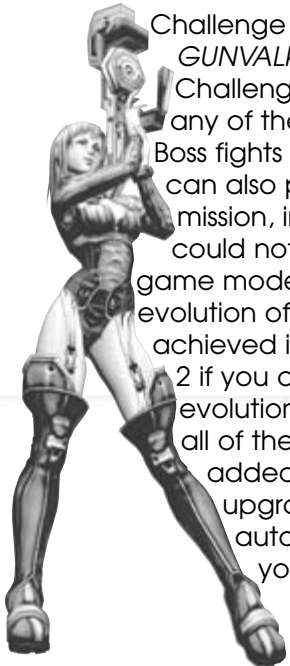
# Challenge Mode



## What Is Challenge Mode?



Challenge Mode is a hidden *GUNVALKYRIE* play mode. In Challenge Mode, you can select any of the normal game missions or Boss fights and jump into them. You can also play as Saburouta on any mission, including Boss fights he could not access in the normal game mode. You can use Kelly in any evolution of her Gearskin that you achieved in the normal game (Level 2 if you only got the post-Nidhogg evolution, Level 3 if you also found all of the Halley Cores). As an added bonus, all Gearskin upgrades are purchased and automatically equipped on your characters.



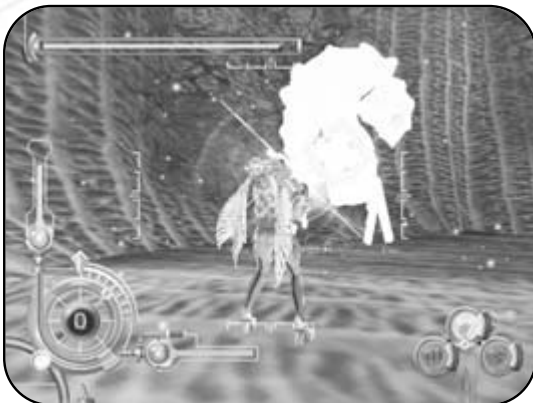
## Unlocking Challenge Mode



To unlock Challenge Mode, defeat Ivaldi in the normal game mode. After you defeat Ivaldi and beat the game, the Challenge Mode option appears on the title screen. Select it to play. You cannot save game data in Challenge Mode.

## Challenge Mode

## Playing Challenge Mode



Play Challenge Mode missions as you would play normal game missions. The only differences are that you have a fully modified Gearskin and you can use any of the four available characters (Saburouta, Kelly, Kelly Level 2, and Kelly Level 3) in any mission.

